

PRIMA'S OFFICIAL STRATEGY GUIDE

**SECRETS &
CHEATS!**

TIME SPLITTERS 2™



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TIME SPLITTERS 2



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Zach Meston

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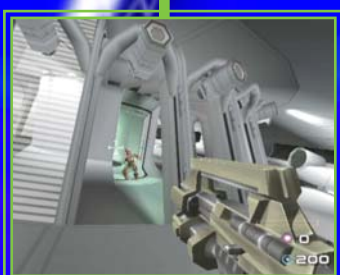
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ISBN: 0-7615-3775-9

Library of Congress Catalog Card Number: 2002-111414

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GETTING STARTED

TimeSplitters 2, designed by Free Radical Design and published by Eidos Interactive, is the long-awaited sequel to one of the most popular first-person shooters of the year 2000. You only needed to play the original TimeSplitters for two, perhaps three nanoseconds at most to confirm that many of the employees at Free Radical had been previously employed at Rare, the developers of GoldenEye 007, the classic Nintendo 64 first-person shooter. TimeSplitters took what made GoldenEye the most revered game of its era—the incredible multiplayer mode—and considerably improved upon it, offering 60 frames-per-second action and the ability to construct your own deathmatch arenas with the revolutionary MapMaker feature.

TimeSplitters 2 has the same four modes of play as the original TimeSplitters, but offers more gameplay in every area. Here's how it breaks down:

STORY

This is a mission-based mode for one or two players. It starts out with a nifty opening animation in which a bunch of clawed creatures (aka TimeSplitters) storm a space station, hijack ten Time Crystals, and leap into a portal that sends them flying willy-nilly into various eras of history. You control the commando in charge of retrieving the crystals, which is accomplished by following the TimeSplitters to their chronological destinations and assuming the identity of a well-armed alter-ego in each era. It's kind of like that sci-fi TV series Quantum Leap, except that Scott Bakula engaged in witty banter with Dean Stockwell instead of shooting dozens of people in their heads.



Here now, a list of the ten eras: 1990 (Siberia), 1932 (Chicago), 1895 (Notre Dame), 2280 (Return to Planet X), 2019 (NeoTokyo), 1853 (Wild West), 1972 (Atom Smasher), 1920 (Aztec Ruins), 2315 (Robot Factory), and 2401 (Space Station). At the start of the Story mode, you can only play the Siberia level; defeating Siberia unlocks Chicago, defeating Chicago unlocks Notre Dame, and so forth. Each era has multiple objectives, some of which are known at the start, and others of which are revealed during the level. Higher difficulty levels—as in the original, each level can be played through on Easy, Normal, and Hard settings—present you with more objectives and additional enemies.

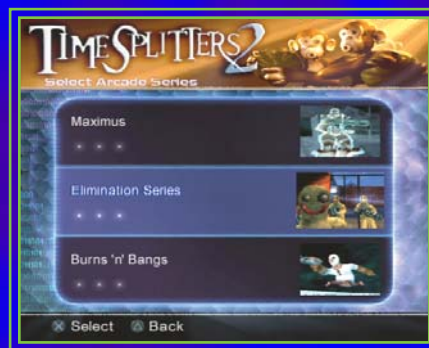


See our Story section for walkthroughs of all ten levels (and all three difficulty levels for each).

ARCADE

TS2's Arcade mode has three options:

- Option 1, Arcade League, is a bracing collection of 45 deathmatch challenges for one player. Defeating these levels unlocks cool Arcade-mode stuff, such as additional arenas and characters.
- Option 2, Arcade Custom, is a multiplayer mode that allows you to play at a "Chilled," "Normal," or "Frantic" pace, with one of 16 game types: Deathmatch, Team Deathmatch, Elimination, Bag Tag, Capture the Bag, Flame Tag, Virus, Assault, Zones, Regeneration, Thief, Gladiator, Leech, Shrink, Vampire, and everyone's favorite, Monkey Assistant. There are also 16 arenas, many of which must be unlocked by beating the Arcade League challenges.
- Option 3, Network allows you to connect up to four PlayStation 2s via iLink or LAN, or four Xboxes via XBOX System Link. At four split-screen players per system, that's 16 players, so we strongly suggest that you stock up on beer and nachos now. (The GameCube version has no Network option, alas.)



See our Arcade section for hints on the Arcade League levels, descriptions of the 16 Arcade Custom arenas, and advice on setting up a Network session.

CHALLENGE

If you laugh in the face of danger, which I'm told danger thinks is really rude, TS2's one-player-only Challenge mode has 21 exceedingly tough single-player tasks in seven categories: Glass Smash, Behead the Undead, Infiltration, Banana Chomp, Cut-out Shoot-out, TimeSplitters 'Story' Classic, and Monkeying Around.

See our Challenge section for descriptions of (and hints for) all 21 Challenges.

MAPMAKER



And finally, we have TS2's MapMaker, which is every bit (and byte) as revolutionary as the one in the original game. You'll be gob-smacked by the sheer power of this tool. The MapMaker includes Beginner and Advanced menu modes; Beginner is much like TS1's MapMaker, while Advanced gives you more options. In particular are the addition of Story Enemies and Game Logic, which allows you to create your own Story levels; many of the puzzles you encounter in the game's own Story mode can be recreated in the MapMaker.

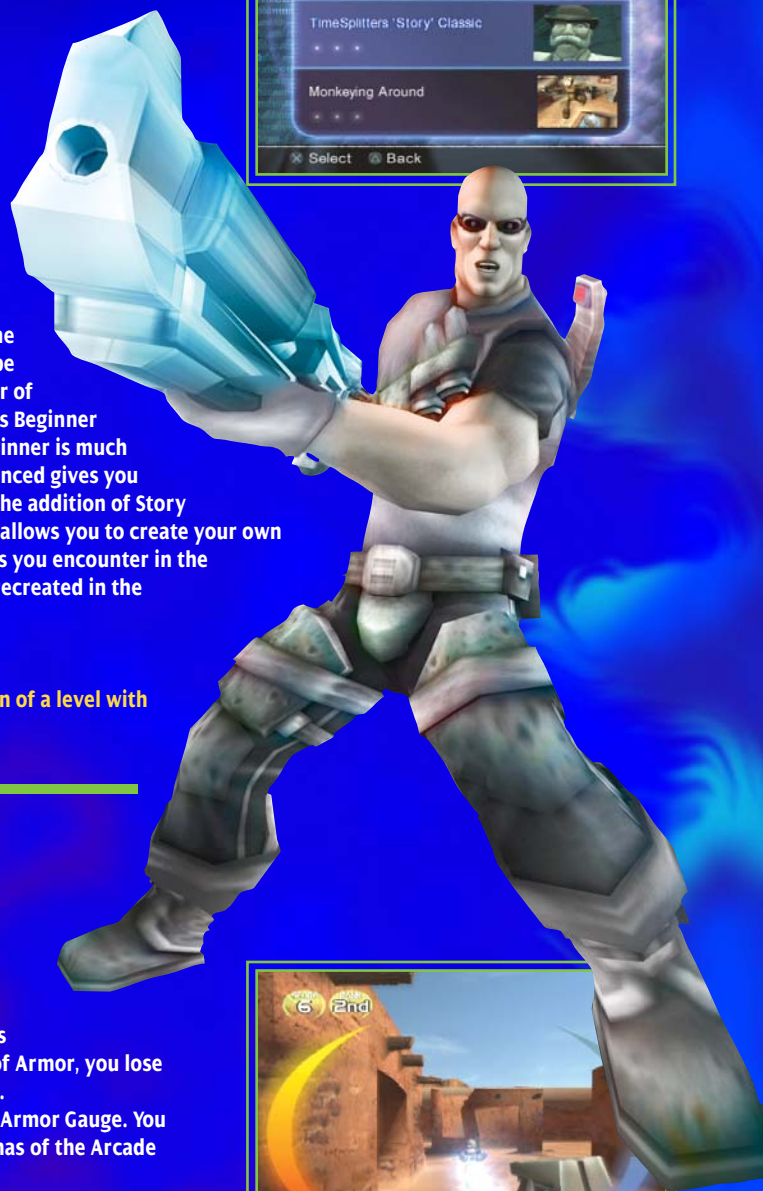
See our MapMaker section for a brief tutorial that walks you through the creation of a level with Story Enemies and Game Logic.

GAMEPLAY

IN-GAME DISPLAY

There are seven crucial bits of information given to you by the in-game display.

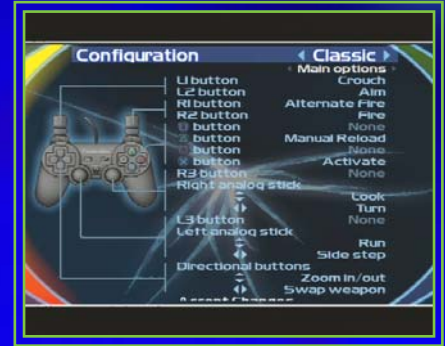
1. **Armor Gauge** (the blue curved bar on the right side of the screen). The Gauge is filled as you pick up Armor, and empties as you're blasted. When you run out of Armor, you lose energy from your Health Gauge instead—so always try to have some Armor on.
2. **Health Gauge** (the red curved bar on the left side of the screen). Similar to the Armor Gauge. You never find Health power-ups in the Story mode—they're only found in the arenas of the Arcade Custom mode.
3. **Primary Ammunition** (the number in the lower-right corner of the screen). This displays your remaining ammunition for your selected weapon's primary-fire mode.
4. **Secondary Ammunition** (the number just above Primary Ammunition). This displays your remaining ammunition for your selected weapon's secondary-fire mode.
5. **Rank** (the display in the upper-left corner of the screen). This shows your standing in the current game (Arcade and Challenge modes only).
6. **Radar** (the display in the upper-right corner of the screen). In Arcade and Challenge modes only, the Radar displays the locations of the other combatants. In non-team games, each combatant has a red radar blip. In team games, the color of the blip denotes the combatant's allegiance (red, blue, green, or yellow). If a combatant is out of range, he appears as a gray dot on the perimeter of the radar.
7. **Kills/Points**. This briefly appears next to the Rank display when you score a kill or a point (Arcade and Challenge modes only), then disappears from view.



CONTROLS

There are several control settings to choose from, and you can also create your own Custom configuration. Here's each function for the Classic setting.

- Left analog stick (PS2), Left Thumbstick (Xbox), Control Stick (NGC): Press Up to run forward, Down to run backward, and Left and Right to sidestep, or strafe, in those directions.
- Right analog stick (PS2, Xbox), Right Thumbstick (Xbox), C Stick (NGC): Press Left and Right to turn in those directions. Press Up and Down to look up and down.
- R2 Button (PS2), R Trigger (Xbox), R Button (NGC): Primary fire. Fires the current weapon.
- R1 Button (PS2), L Trigger (Xbox), Z Button (NGC): Secondary fire. Activates the current weapon's secondary-fire mode. Not all weapons have secondary fire; if a weapon has only one firing mode, this button acts the same as the primary-fire button.
- L1 Button (PS2), L Stick Button (Xbox), B Button (NGC): Toggle crouch (duck) on/off. Press the button once to crouch, and a second time to stand up again.
- L2 Button (PS2), R Stick Button (Xbox), L Button (NGC): Aim mode. Hold down the button for as long as you want to remain in this mode. Use the right analog stick or C Stick while in Aim mode to manually aim the weapon. Some weapons allow you to zoom in and out when you hold the Aim button. Press Up on the D-pad to zoom in, and Down on the D-pad to zoom out.
- X Button (PS2), A Button (Xbox), A Button (NGC): Respawn/Activate. In multiplayer modes, press this button to continue play. Certain objects in all modes (but particularly in Story mode) can be activated by walking up to them and pressing this button.
- TRIANGLE Button (PS2), Y Button (Xbox), Y Button (NGC): Manual reload. A crucial feature, and one you should take frequent advantage of, especially in the Story mode. You don't want to run out of ammunition when you need it most, and spend a crucial moment reloading instead of firing.

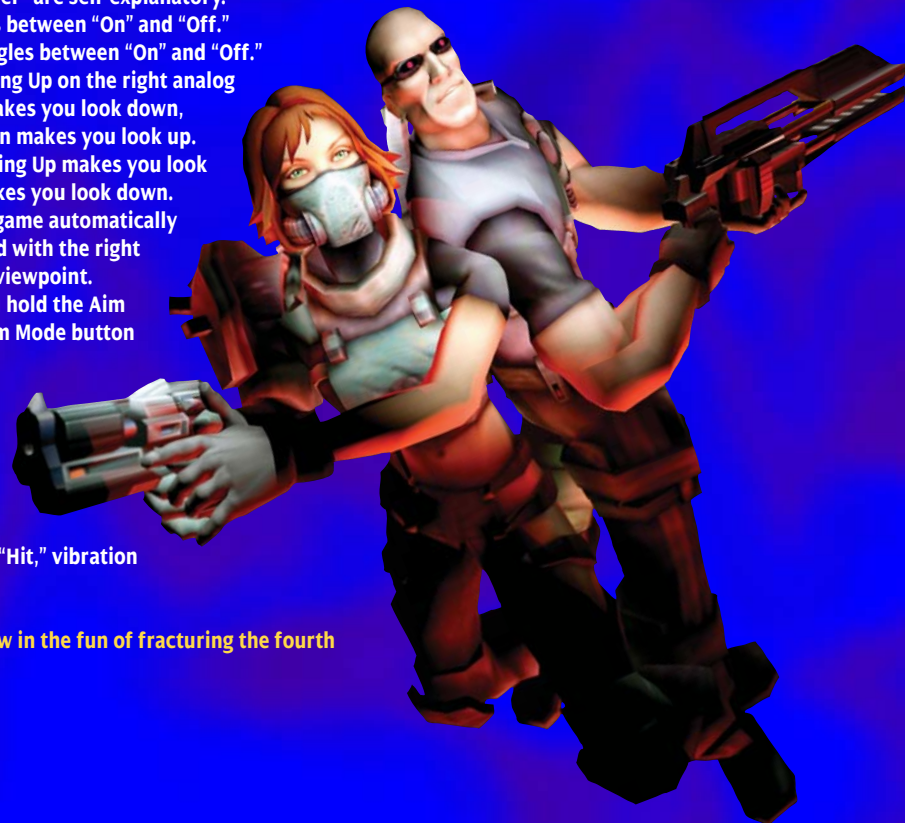


PREFERENCES

A first cousin of Controls, this menu allows you to change certain control functions.



- **Weapon Change:** This option controls how the game reacts when you pick up a weapon. (You can always manually select a weapon during the game via the pause menu, or by pressing Left and Right on the D-pad in the Classic control configuration.) "Best" means the game switches to the weapon you just picked up, IF it's the most powerful weapon in your arsenal. "If New" means you automatically switch to any new weapon you pick up, IF it's more powerful than anything else you have. "Always" and "Never" are self-explanatory.
- **Auto Aim:** Toggles between "On" and "Off."
- **Inverse Look:** Toggles between "On" and "Off." When "On," pressing Up on the right analog stick or C Stick makes you look down, and pressing Down makes you look up. When "Off," pressing Up makes you look up, and Down makes you look down.
- **Auto Lookahead:** Toggles between "On" and "Off." When "On," the game automatically levels out your point of view a few moments after you look around with the right analog stick or C Stick. When "Off," you're in total control of your viewpoint.
- **Aim Mode:** Toggles between "Hold" and "Toggle." When "Hold," you hold the Aim Mode button to stay in the mode. When "Toggle," you press the Aim Mode button to go into Aim Mode, and again to leave Aim Mode.
- **Crouch Mode:** Toggles between "Hold" and "Toggle." Same as the Aim Mode option.
- **Vibration:** Toggles between "On" and "Off." When "On," the controller jukes and jives. When "Off," the controller is motionless.
- **Vibration Mode:** Toggles between "Fire," "Hit," and "Fire & Hit." When "Fire," vibration occurs only when you fire a weapon. When "Hit," vibration occurs only when you suffer damage. When "Fire & Hit," well, duh.



And there's your introduction to TimeSplitters 2. Read on and wallow in the fun of fracturing the fourth dimension!

GENERAL TACTICS & STRATEGIES

GETTING AHEAD

The key to success in the Story mode of TS2 is head shots—and we don't mean the kind that you brought with you to the casting call for "Ninja Cheerleaders." (Which was a great film, despite not having you in it. Sorry.) On the Normal and Hard difficulty levels, enemies can absorb a half-dozen or more blasts to the body before dropping—but a single head shot is virtually always fatal. Aim for the noggins of your foes whenever possible. (The rule of thumb is that limb shots cause the least amount of damage, body shots cause somewhat more, and head shots are deadly.)



STAY AWAY!

Enemies are more accurate and do more damage when they shoot you from short range. Which leads one to the inescapable conclusion that it's better to take out your opponents from long range whenever possible. You can often score head shots even with non-zoomable handguns, if your aim is impressive enough.

LOAD YOUR WEAPON

Press the manual-reload button after EVERY skirmish in the Story mode, so you're always ready for the next scrap. Get in the habit of manually reloading during any spare moment: when you're walking down a hallway, turning around a corner, picking your nose, et cetera. Running out of ammo in the middle of a firefight isn't just embarrassing—it's often fatal.



LET'S PAUSE FOR A MOMENT

If you need to very quickly switch from one weapon to another, don't use the D-pad; pause the game and select the new weapon from the Inventory menu.

TAKE IT EASY, SLEAZY

The Story levels are meant to be played in order from Easy to Normal to Hard, with each new difficulty setting adding a layer of challenge: more (and tougher) enemies, less ammo, additional objectives, et cetera. If you immediately attempt the Hard setting of a Story level, you're most likely gonna get whupped. We humbly suggest playing through the Story mode

on Easy, going through a second time on Normal, then valiantly attempting to complete the Story mode on Hard (which only gives you a single reward, but it's a pretty nice reward).



AMMUNITION CONSERVATION SOCIETY

When you kill an armed enemy, he drops his weapon, which you can pick up to replenish your own ammo supply. On the Normal and Hard difficulty levels—especially the latter—enemies don't drop as much ammo, so you need to make every shot count. (Yet another reason to go for head shots at all times.) Don't pick up the dropped weapon of a slain enemy unless you'll receive all of the ammo provided by that weapon. For example, if you're using the Silenced Pistol on the Hard level of 1990 Siberia, and you currently have 58 bullets (8 loaded and 50 in reserve), don't pick up an enemy Pistol, since you only receive two bullets (topping you out at 60) instead of 12. Get it? Got it? Good.

ARMOR-IFIC

Depending on the type of Armor and the difficulty level of the Story mode you're playing, taking an Armor power-up will fill either half or all of your Armor Gauge. Similar to our ammo-preservation suggestion, don't take Armor until you really need it. If your Armor Gauge is currently at 90 percent, and you pick up Armor, you've practically wasted it. Wait until your Gauge is almost empty, THEN take the Armor. The only exception to this rule is when you're at the end of a level and about to fight a boss, in which case you wanna start the fight with maxed-out Armor.



DESTROY ALL OBJECTS

Many of the objects in the Story levels can be destroyed with weapon fire. Windows are the most obvious targets, but try shooting at anything that seems fragile: TV sets, pottery, et cetera. Blowing stuff up is what videogames are all about. You can even attempt to blow up certain objects while enemies are nearby, thus catching them in the explosion.

FRESH (RE-)START

If you begin a Story level poorly, taking a lot of damage, you might want to restart the level instead of limping to the mid-level checkpoint. Your time is better spent improving at the first half of the level and making it to the checkpoint with plenty of Health and Armor, instead of struggling to beat the second half of the level.

LEVEL 1: SIBERIA 1990

Reward for Beating Level

Unlock Hybrid Mutant

Weapons	Primary Objectives	Secondary Objectives
FLAMETHROWER (NORMAL/HARD)	• Deactivate the Communications Dish	• Burn all evidence in the Filing Cabinets
SILENCED PISTOL	• Investigate the secret digging site	
SNIPER RIFLE	• Restore power (Normal/Hard)	
SOVIET S47	• Retrieve the Time Crystal	
TACTICAL 12-GAUGE (NORMAL/HARD)	• Destroy the bio-hazard container at the digging site	
TIMED MINES	• Access the top of the dam (Normal/Hard)	
	• Eliminate the Gunship (Normal/Hard)	
	• Don't allow any mutants to survive (Normal/Hard)	



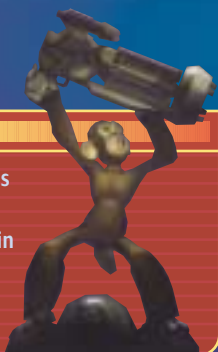
Pick up the Silenced Pistol and Sniper Rifle. Equip the latter and zoom in on the building with the Communications Dish on the roof. (Man, I bet that sucker picks up TV channels in Zimbabwe.) Plug the guard in the melon, then aim at the security camera on the corner of the building. Shoot the camera in the lens to destroy it with one shot.



Leave the tunnel and walk along the fence until you see a guard on the pathway to the right of the Dish building. Place a bullet in her pretty blonde head. We really could've been something, sweetheart, but you had to go and become a Russian commando.

WEAPONS CHECK

The Silenced Pistol is your weapon of choice in this level; enemies can't hear it, and thus won't freak out when you fire. Remember that you can zoom in on an enemy's head with the Sniper Rifle for an easier kill shot, but make sure your victim is standing relatively still when you pull the trigger.



Walk forward until you've almost, but not quite, left the tunnel. A guard walks up the pathway to the right of the two crates—but if you're in the tunnel, he won't see you. Shoot the guard in the head to give him a permanent, albeit drastic, cure for his nearsightedness.



NORMAL

Turn and look at the pathway to the left of the Dish building. A guard soon strolls into the space behind the tree branches and the stairs. Aim between the stair-steps with the Sniper Rifle and bust a cap in the foolio.



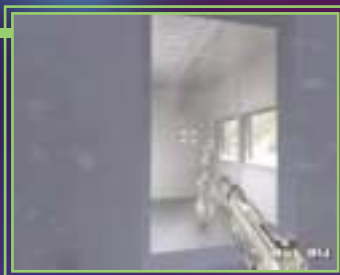
CAUTION

If you're spotted by a camera, the green light turns red—but you have half a second to get out of the camera's field of view before an alarm is triggered. If the alarm starts a-ringin', all the surviving guards in this area, along with an additional guard, come a-lookin' for you. The extra guard emerges from the security door on the right side of the dam, and another dude spills out every time you trigger the alarm. So don't trigger it, dum-dum! (I shouldn't have called you a name just now, and I'm sorry. Hug of forgiveness? Cool.)



NORMAL

Walk forward through the fence and into the complex, strolling forward to the second building on the right, with the lamppost near the door. Peer through the door to see a guard enraptured by the stark-yet-beautiful rock wall. Shoot him through the glass with your Silenced Pistol.



HARD

Now shoot the security camera on the corner of the building, just behind the fence.



Go into the building between the dish and the dam and take the Sniper Ammo from the barren shelves, which used to hold Costco-sized boxes of Twix bars until Yakov ate them all in a late-night binge-and-purge session. (Okay, I'm totally making that up.)



NORMAL

There's a second security camera across from the building with the Sniper Ammo. To misquote The Waterboy's mother, "Security cameras are the Devil!" Demonstrate to Mr. DeMille that you're not ready for your close-up by shooting the lens.



TIP

Enter the first floor of the Dish building and use the Remote Control panel (complete with phallic joystick) to check out the screwed-up video of the camera you toasted. Destroying thousands of dollars in surveillance equipment is pretty darn satisfying. You can also, of course, use the panel without having destroyed the cameras. If you haven't killed the guards, you can even watch yourself being assaulted by Russian commandos, a unique experience to say the least.



Climb the stairs to the second floor of the Dish building and go inside. Press the security door button below the window to open the portal on the right side of the dam. Walk outside and across the plank to the "intersection," then continue forward to the roof with a hole in it, although there's no snow on the floor below. (It's a very hot room, you see. It's not at all a quirk of the 3D engine.)



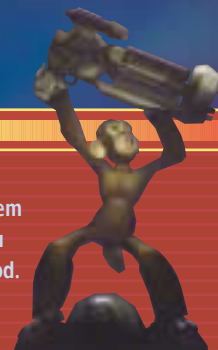
A sniper has taken position in the window at the top of the left side of the dam. Equip your Sniper Rifle, zoom in, and take him out.



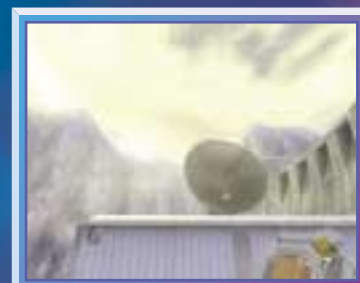
Drop into the hole and take the Timed Mines from the shelf, then go outside, which unlocks the previously locked door. Turn left and enter the building near the lampposts. Open the Filing Cabinet, throw a Timed Mine onto it, and leave the building before you're caught in the explosion, thus losing a few hundred layers of skin.

WEAPONS CHECK

You can throw Timed Mines onto anything, including enemy soldiers, but it's best to save them for the very few situations in the level where you need their innate ability to blow stuff up real good.



Enter the building with the wooden plank leaning against it and repeat the process with the second Cabinet. Destroying classified paperwork is fun—just ask the former employees of Enron! Return to the three-plank intersection on the roof, then turn to face the Dish and toss a Timed Mine onto it.



Walk down the stairs and through the security door on the right side of the dam, and try to use the elevator by pushing the button. You're informed that there's no power—and on Normal and Hard, you're also given a new objective. Hey, it's healthier to use the stairs, anyway. Turn right and climb the stairs as the security door closes behind you. Gulp.



Proceed until you reach a passage with steam erupting from a vent at the top of the room. Crouch and crawl forward while staying against the left wall to avoid being very badly burned.

Climb two more stairways to a passage with a "2" on the wall and a guard who, judging by the way he's shifting around, needs to make number 1. Shoot him in the head as I have trained you to do.



NORMAL

In the first hallway after the guard on corridor 2, there's a security camera on the wall, above the two barrels. Shoot it in the lens, or just fill it full of holes. If you sprint up the stairs and hug the wall, the camera won't turn far enough to spot you

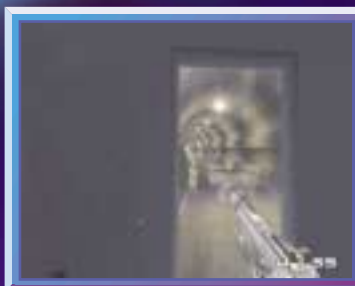


Proceed up the stairs to corridor 3, where a guard is standing with his back turned to you. Someone really needs to educate all these commandos about the virtues of looking in more than one direction.



CAUTION

If you blow up the barrels to blow up the camera, the explosion attracts the attention of the guard in corridor 3, much as walking down the street buck-naked attracts the attention of local authorities. (Don't ask how I know that.)



Proceed upward until you reach a door on the fifth floor. Walk up to the door and peek through the glass at a guard (or two, on Normal/Hard). There are more guards further down the tunnel, and you'll most likely alert them to your presence at some point, but we'll try to get you through here the stealthy way. Use the Silenced Pistol, aim through the window, and shoot the closest guard in the head.

Open the door, walk forward and left behind the barricade, and turn left into tunnel 1.

NOTE

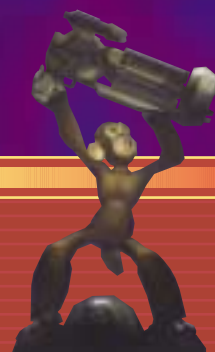
IF YOU DON'T WANT TO USE THE STEALTHY APPROACH, JUST STAY NEAR THE DOOR, BLAST THE GUARDS YOU SEE, AND WAIT FOR THE OTHER GUARDS TO CHARGE DOWN THE CORRIDOR AT YOU. YOU MIGHT ALSO TRY DUCKING INTO TUNNEL 1, WHICH FORCES THE GUARDS TO ATTACK YOU SINGLE-FILE.

Take the Soviet S47, S47 Ammo, and sweet Armor from the shelves. Turn around and spin the valve wheel to reduce the steam pressure to 66%. Steam pressure of what, you ask? Oh, you'll know soon enough. Bwah, hah, hah, HAH, HAH!! (My apologies for that melodramatic moment. I've been watching too many soap operas.)



WEAPONS CHECK

The Soviet S47 is a machine gun and a grenade launcher—two great tastes that taste great together! Now all you need are some grenades. Sigh.



NORMAL

Return to the main hall, crouch down, and walk forward and left behind the barricade. Shoot the second guard with the Silenced Pistol or Sniper Rifle. You should hear a gasping female (and if you've never heard a gasping female before, you're doing something very wrong, pal). Run into tunnel 1 and wait a minute or two; the female guard will settle down and return to her position.





Return to the main hall, crouch, and walk very slowly forward along the right side until you see the she-soldier on the other side of the barricade. Shoot her in the head with your Silenced Pistol as soon as you have a clear shot. Quickly scoot into tunnel, shoot the guard facing the wall (Normal/Hard), and turn the wheel to reduce the mysterious pressure to 33%.

NOTE

IF YOU DESTROY THE CEILING-MOUNTED SPEAKER IN THE HALL, THEN TURN ONE OF THE STEAM VALVES TO LOWER THE PRESSURE, THE PLEASANT VOICE WILL BE REPLACED BY GARBLED FEEDBACK. A NEAT LITTLE TOUCH.

NORMAL

Proceed down the hall s'more until you see a guard standing on the right side of the tunnel. There's a second guard on the left, tucked away behind the pile of three crates (two metal, one wood). Shoot the distant soldier in the back of the noggin with your Silenced Pistol or Sniper Rifle and hide in tunnel 2 until the hidden guard calms down. Now slowly walk down the right side of the hall until you have a clear shot at the hidden guard.

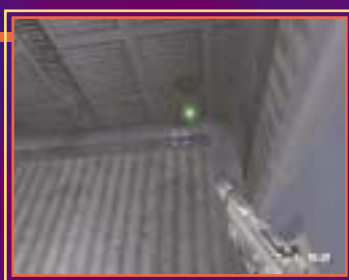


Continue down the hall and duck into tunnel 3. Shoot the guard facing the wall (Hard only) and spin the wheel to turn off the pressure, as indicated by the picture-in-picture. (If you run to the door fast enough, you can see yourself in the PIP. Hi, Mom!) Go through the door.



HARD

There's a ceiling-mounted mini-gun in the corner of the room. Shoot the mini-gun in its green "eye" to disable it.



Down three stairwells you go, to a corridor with two guards and an explosive barrel. Lob a grenade around the corner from the stairs to kill 'dead. Proceed down two more stairwells to a corridor with shelves, and raid them for Sniper Ammo and Armor (unless you're playing on Hard, in which case, you get na-zing).



Go down one stairwell into corridor 2 and wait. A patrolling guard walks up the stairs and right into your line of fire. Bad for her, good for you. (On Normal/Hard, there's another guard in the next corridor down, and he'll probably come running when he hears the chickie-guard's death-cry.) Proceed down the stairs to a door leading back to the frigid outdoors. Press the button to open it.

NORMAL

A security camera is directly outside the door, to the right and above you. Use your Sniper Rifle to pick it off. Turn left as you exit the tunnel and look up at the window at the top of the dam. There's a sniper up there, and you must snipe him back. Use your Sniper Rifle to give him an ear-hole on his forehead.



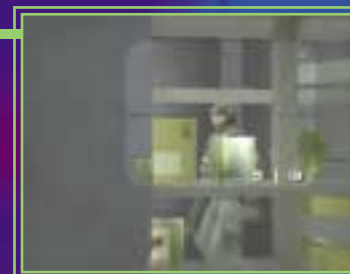
There are several guards around the perimeter of the building. If you're playing on Normal or Hard, wait on the left side of the stairs for a patrolling guard to stroll below the camera, then shoot her. Climb the stairs, turn left, and snipe the patrolling guard from long range.



Turn around and walk around the building. (On Normal/Hard, shoot the security camera on the corner of the structure.) Nail the patrolling guard in front of the door with your Sniper Rifle. Take out the security camera next to the door before you enter the building.

NORMAL

There's a guard standing behind the shelves around the corner, who's apparently very protective of watermelons. Shoot him in the head.





Wait around the corner for a patrolling soldier to walk near the shelves and into your line of sight. Shoot him in the head and laugh a sadistic laugh.

HARD

On the shelf next to the cardboard box is an Anaconda cart. Take the cart, go into the Temporal Uplink, and press the Manual Reload button. Whoa! Check out the final chapter of this book for more info.



CAUTION

You don't want the guard(s) to press the big red button at the top of the stairs, which summons backup onto the scene. (You can press the button yourself, but we advise against it unless you're a masochist, in which case we suggest therapy and counseling.)



Go down the stairwell and open the double-doors on the left to find a locker room with no lockers, and a trickling shower. Remember the location of this precious wa-wa source, should you find the need to wet yourself. Er, wait, that didn't come out right.

Return to the main hallway and proceed around the corner. Shoot one of the barrels next to the guard until it explodes. Gosh darn, but that is fun.



NORMAL

Walk forward just a touch and take out the distant security camera on the wall. Take a few more steps forward and turn to the right, where you see a guard behind the shelves who was apparently unfazed by the deafening explosion just moments earlier. What remarkable poise. Aim over the melon to shoot the guard in the melon--oh, sweet irony.



Enter the door in the hallway to find Armor and the third Filing Cabinet. Burn those documents! Return outside and walk toward the stairs. Turn left to find the final two Cabinets. Open them both and blast them with a Timed Mine. You've completed a secondary objective, but you've also destroyed a perfectly good hunk of fruit. War truly is hell.



Run down the stairs to trigger the level's first and only checkpoint. If you die before completing the level, you can restart from here.



Walk halfway down the stairs and look for a distant guard on the catwalk. Pick him off with the Sniper Rifle. Poor bugger. Run back up the stairs and wait a minute for the other guards to settle down and return to their positions.



Walk to the bottom of the stairs and turn left. Watch for a patrolling guard to walk toward you before turning and walking away. Run up behind him and cap him in the head with your Silenced Pistol. (You know by now to shoot everyone in the head, right? Okay, good, now I can stop writing it.)



NORMAL

Move against the left wall and forward, then turn to the right. Watch the space between the turbine and the stairs; shoot the patrolling soldier with the Sniper Rifle when he blunders into your line of fire.





Climb up the stairs (not the catwalk) and look to the left until you see the noggin of a soldier who's standing in front of the door. Shoot him in — that's right — the head.

NORMAL

Stand below the catwalk and snipe the green "eyes" of the ceiling-mounted mini-guns, or just shoot them with bullets until they blow up.



Go through the formerly guarded door into a computer room. You can't use the terminal below the blinking red monitor; seems like just another Windows 98 crash to me. (On Normal/Hard, you're told "System disk required.") Press the button on the left side of the monitor to open the security door below. Leave the computer room and go through the door.

You're now in a curving tunnel. As you walk forward, the zombie on the ground stands up, stretches his aching muscles, and pursues you with an undead vengeance. You can kill him with a half-dozen or so body shots, but it's much more efficient and satisfying to score the instant-kill head shot, which sounds somewhat like punching a head of lettuce. (There's no zombie on Normal/Hard.) Go through door 1 and raid the shelf for S47 Grenades and Armor for your soft belly.



NOTE

IF YOU'RE PLAYING ON NORMAL OR HARD, SKIP THE NEXT TWO PARAGRAPHS, WHICH DESCRIBE THE FINAL SEGMENT OF THE EASY LEVEL. THERE'S MUCH MORE GAMEPLAY TO COME ON THE NORMAL AND HARD DIFFICULTY SETTINGS.



Go back outside and walk past the locked door 2, offering another zombie. Behind door 3 is a third zombie and a box of Timed Mines. Return to the curved corridor and walk forward to find the digging site, which fulfills Objective 2. The Two Stooges who got wasted in the pre-level movie are here in undead form; blow their heads off. Nyuk-nyuk-yuk.

Take the Time Crystal for Objective 3, then walk around to the container and throw three Mines onto it to fulfill Objective 4. Turn around, walk down the corridor, and escape through the Time Portal. Mission complete!



NOTE

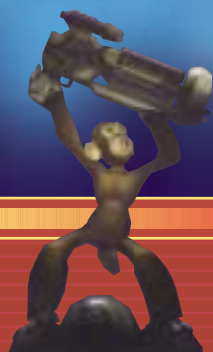
FROM THE NEXT PARAGRAPH ON, WE'RE TALKING ABOUT THE NORMAL AND HARD DIFFICULTY LEVELS ONLY.



Go through door 2. Enter the left door in the corridor to find a room with a joystick control on the left, two buttons on the right, and a guard behind the glass. Use the joystick to put yourself in control of a security gun in the room with the guard. Adjust the aim until the guard's head is in the crosshairs and fire away.

Ditch the camera and press the two buttons to open both doors in the guardroom. Return to the corridor and walk through those doors, grabbing the deceased guard's Tactical 12-Gauge on the way through.





WEAPONS CHECK

The Tactical 12-Gauge is otherwise known as a shotgun. It's very, very fun to use, but it only holds two bullets at a time, and it's very slow-loading.

NOTE

DON'T BOTHER WITH STEALTHY METHODS IN THE REST OF THE LEVEL. JUST KEEP A WARM, COZY WEAPON IN YOUR HANDS AND SHOOT THE HECK OUT OF EVERYTHING.



There's a dead body in the hall, which the Mungali tribe of southeastern Malaysia considers a sign of good luck, but which us skeptical Westerners consider a potent of deep doodoo. (On the Hard difficulty level, walk forward until a guard steps into the doorway and attacks. Use the S47 to blast him from long-range.) A guard is hiding behind the

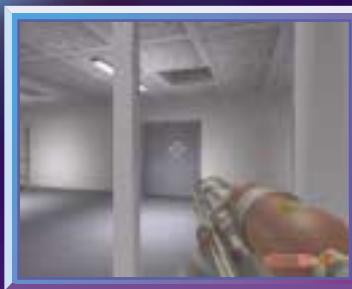
TimeSplitter X-rays on the opposite side of the room; blast through the glass to shoot him in the back.



Walk forward and take the Computer Disk near the fading corpse of the guard. This sets off an alarm, triggers a lockdown, and causes all the dead bodies in the room to re-animate. In other words, the Mungali tribe is full of crap. Keep your back to the wall and blast the zombies' heads off with the 12-Gauge or your weapon of choice. When all the zombies

are de-animated, the lockdown is released and the door is opened.

Return to the curvy corridor and back to the computer room. Use the Disk on the monitor. This deactivates the lasers in rooms 1 and 3, completes an objective, and triggers another objective. You've also just released a total of five zombies from rooms 1 and 3, and they'll make their way to the computer room if you wait here. Better to meet them downstairs.



When the zombie menace is taken care of, run into room 1 and take the Flamethrower, then pay a visit to room 3 for Timed Mines.

WEAPONS CHECK

The Flamethrower sets your enemies ablaze, but it doesn't kill them right away, and there's the danger that a flaming enemy will set you on fire as he runs around (and forgets to stop, drop, and roll). Better to stick with the S47.



Return to the curved corridor and walk forward to fulfill an objective. There are several zombies here, including the Two Stooges who got wasted in the pre-level movie; blow their heads off or light 'em up.

Pick up the Time Crystal, then throw three Timed Mines onto the bio-hazard container to fulfill an objective. The loudspeakers in the tunnel announce that Special Forces have been deployed to mop up the undead mess. Well, that can't be good.



CAUTION

The SF dudes are fast, deadly, and generally not to be trifled with. Dispose of them as soon as you see them.



Walk up the tunnel to the turbine room, where two SF guys with gas masks are battling zombies. Let the zombies attack them, then finish them off with your S47. At this point (or shortly thereafter), you're given a secondary objective: don't allow any mutants to survive. The mutants are the zombies with the grotesque heads, as opposed to the plain ol' zombie-soldiers.



Head toward the stairs, where you're attacked by a mutant on fire. That is most definitely something you don't see every day. Shoot the mutant and proceed upward.

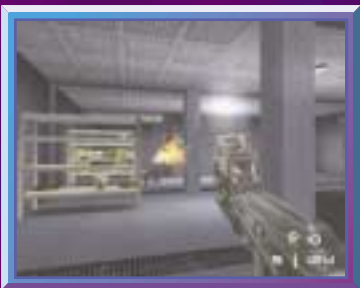
In the next room are two commandos fighting three zombies. (One of the SF guys is waiting for you at the top of the stairs, so shoot a Grenade up there first.) Shoot the living, then the undead.



Go around the corner to find another zombie and another commando. Kill 'em both and turn the corner for another zombie/SF combination. Shoot them both and go upstairs to the next human/zombie rumble.



One of the two commandos in this area is armed with a Flamethrower, and he's very fast; this is easily the most dangerous encounter in the level. Shoot him as he runs around the corner, or lure him downstairs into the corridor and blast him before you're flame-broiled (not fried).



TIP

Run into the locker room and stand under the shower if you find yourself doing a human torch impression.



Proceed outside to find the last two SF agents and two zombies. Let the undead do their work, then finish off the SF suckas. You should have fulfilled your mutant-killing objective by now.

Return to the dam entrance. (At the Hard difficulty level, you're attacked by four zombies, one of them on fire. Hey, at least he's staying warm.) Run into the elevator, shooting any zombies that attack from the stairwell. Press the button on the right and ride the elevator to the top of the dam.



Walk onto the dam, get behind the gun turret, and press the Activate button. You're given your final objective: eliminate the Gunship.



The Gunship is armed with four Missile Launchers, highlighted by the green boxes. You can disable the Launchers or focus on the Gunship itself; we much prefer the latter. Fire your missiles into the Gunship for maximum damage.



As you attack the Gunship, guards emerge from the bunkers on either side of the dam to attack you. Keep looking left and right and strafing them with the turret.

If your turret runs out of ammo, move to another turret and continue pounding the Gunship with missiles and machine-gun fire. Blow up the Gunship and run through the Time Portal in the center of the dam to complete the level.



LEVEL 2: 1932 CHICAGO

Reward for Beating Level

Unlock Big Tony

Weapons

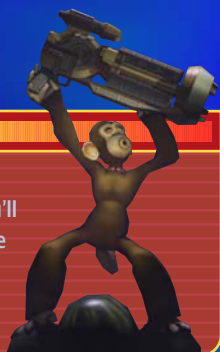
SHOTGUN
SILENCED LUGER
TNT
TOMMY GUN
VINTAGE RIFLE

Primary Objectives

- Drain the whiskey barrels
- Rendezvous with your informant
- Protect Marco as he returns to his hideout
- Prevent Tony's brother from escaping
- Obtain the Nightclub pass card
- Eliminate Big Tony
- Retrieve the Time Crystal
- Minimize civilian casualties

WEAPONS CHECK

You start with the Silenced Luger and the Vintage Rifle. The Luger is a sweet and silent handgun you'll use for the first half of the level, while the Vintage Rifle is your long-range brain-borer of choice.



HARD

There's a third thug at the end of the barge, behind a shipping container. Peek around the corner and blast him with the Vintage Rifle. It's fun! (For you, not him.)



Vintage Rifle and blast the thug in his thick skull.

At the start of the level, take a half-step to the right and wait. A thug marches onto the screen and into your line of fire, stopping directly in front of you. Equip the



Walk around the corner to find a hole in the walkway railing. Drop to the container below you and take the Sniper Ammo (Easy/Normal only), then drop down to the barge and walk onto the dock. Do not push

the red button on the wall (Normal/Hard) unless you want to fight several thugs for no good reason.

NORMAL

Take another few steps to the right and turn to look out the left-hand windows. In particular, watch the area to the left of the crate on the sidewalk below. A thug marches into the area and looks around. Pop him with the Vintage Rifle when he pauses.



Walk up the stairs and stop just before you reach the top. Face left, but stay behind the wall. Wait for a patrolling thug to walk into your line of fire, then kill him, because that's the unfortunate fate of every lawbreaker.





Shoot the bottom of the barrel that the thug was guarding to drain it dry. O'Leary's Finest Liquor (which, judging by its bright-white glow, is made of barley, malt, hops, and uranium) is now in a puddle, and you receive a congratulatory message from the tee-totaling game.

Head up the stairs to a window, and walk forward slightly until you see a thug in the corner of the room below. Cap him in the noggin. Climb downstairs and shoot a hole in the bottom of the second barrel. Farewell, foul booze!



Turn right, enter the ringing phone booth, and press the Activate button to pick up. It's Marco the Informant, telling you to meet him at the newsstand down the street. Okey-dokey. Use the phone a second time to chat with a confused old lady, but don't say what your evil instincts are telling you to say.

HARD

As you walk out onto the street, immediately turn left and shoot the sniper in the window above you with the Silenced Luger or Vintage Rifle.



Turn to the right and look down the street. There's a thug in the alleyway on the right. Pop him from long range with the Vintage Rifle, then walk forward and claim the Tommy Gun he dropped upon being capped.

NORMAL

There's a thug in the corner of the room below, a second thug behind the second story window (and around the corner), and a third thug patrolling the lower floor who eventually stops in the space below thug 2. Shoot thug 1 first (so he doesn't push the thug-summoning button), then thug 2, and then wait for thug 3. Go down the stairs, shoot the barrel-bottom, and walk out to the street.



WEAPONS CHECK

The Tommy Gun is an exceedingly enjoyable weapon, but stick to short bursts instead of trigger-mashing rapid-fire, or you'll be out of ammo real quick-like.



HARD

Thug 2 is hiding in a dark alcove around the corner, next to the staircase. Kill thugs 1 and 3 first, then whip around the corner and slowly sneak up on the alcove. Shoot the thug in the head before he notices you. (You'd think the guy would HEAR you from this close.)



Walk forward until you hear a beep and are notified of a new secondary objective. Immediately back up, staying in the middle of the street. A car smashes out of a garage in front of you and barrels down the road.



Shoot the car's radiator with the Tommy Gun as you back up; seven or eight bullets is enough, but you can fire a few more if you're trigger-happy.

About three-fourths of the way down the street—IF you've filled the car with enough lead—a tire goes flying and the car careens around the corner and out of control, crashing into a building and blowing up real good.



CAUTION

Don't attack the car from the side, or you'll be smoked by the passengers, who are armed with Tommy Guns.

Proceed down the street to O'Leary's. Duck into the alcove on the right and take the treasure trove of Sniper Ammo, Tommy Gun Ammo, and Armor, then shoot the bottom of the third barrel.



Now walk to the left, around the corner, to find Marco in the alcove behind the humble newspaper stand.



HARD

As you approach Marco, there's a sniper in a covered walkway above and behind you. Move toward Marco while walking backward so you can hit the sniper.



NORMAL

A gunfight breaks out in O'Leary's. Charge into the bar and take out the gun-toters as they attack the unarmed guys. Start from the front entrance of the bar and work your way to the back, blasting the thugs as they blast the unarmed patrons.



There are six thugs in all. Two thugs run in through the front door, another two through the back door, and two start inside.



TIP

You might also try the approach of luring the thugs out into the street and shooting them as they approach you, instead of taking them on inside O'Leary's.



When you meet with Marco (Easy), or when O'Leary's is cleared out and you return to Marco (Normal/Hard), he starts walking toward his hideout, and you need to provide him with cover. Here's where the attacks come from.

EASY

thug from the left (in front of Marco), thug from the right (behind Marco), thug from the left, sniper on a high ledge on the left side of the street, thug from the right, thug from the right (as Marco ascends the stairs).



NORMAL

thug from the left, thug from the right, thug from the left, sniper on a high ledge on the left side of the street, thug from the right, sniper in the upper-left lit window of the building behind the clothesline, thug from the right, thug from the left.



HARD

thug from the left, thug from the right, thug from the left, thug from the right, sniper on a high ledge on the left side of the street, thug from the left, thug from the right, sniper in the upper-left lit window of the building behind the clothesline, sniper in the lower-left window of the hideout, thug from the right, thug from the left.



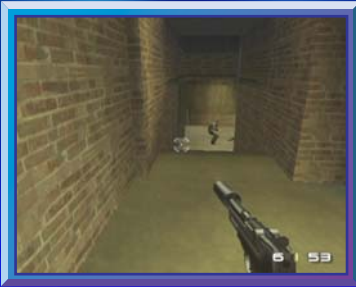
Enter the hideout behind Marco and take the Members Card (Easy) or TNT (Normal/Hard) from the table. (Huh-huh...I just typed "member.")

NOTE

IF YOU'RE PLAYING ON EASY, SKIP AHEAD TO THE NEXT NOTE; THE FOLLOWING SEGMENT IS FOR NORMAL/HARD LEVELS ONLY.

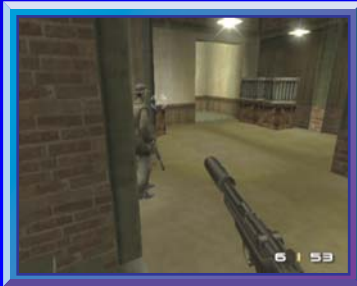
Leave the hideout, turn right, and enter the building with a desk in the "lobby."





Turn right and look down the stairs. Wait for a thug to make his rounds and plug him with the Silenced Luger.

This should draw the attention of a second thug at the bottom of the stairs, just around the left-hand corner. Quickly shoot him in the back o' the head as he runs to investigate his friend's dead body. Walk around the left corner and shoot a hole in the barrel-bottom.



CAUTION

Usually, but not always, a third thug will run around the corner and up the stairs to attack you.



Proceed up three gray stairways, then walk to the foot of the first ornate stairway and turn left. You should see a thug on the left side of a dark room. Pop him in the head.



Proceed up the staircase, then turn left (toward the next staircase) and slowly walk right until you see a thug in the corner of the floor above you, obscured by the staircase. Pop him with the Vintage Rifle.

Go up the next staircase and into the room, where Armor is stashed underneath the bed (and, on Hard, a thug is looking out the window).



Go up the next staircase and into the next room, which has a Vintage Rifle and Sniper Ammo near the bed. This is a narrative device known as "foreshadowing."



Walk onto the foot of the next staircase and turn left. Shoot the thug on the left side of Tony's office. (On Hard, a second thug runs out of the office. Scramble down the stairs before he sees you, or shoot him as he comes out.)



Climb the stairs and enter the office. (On Hard, if you didn't already off the second thug, he's on the right side of the office.) Take the Shotgun from the desk chair, then plant the TNT on the safe and run back to the stairwell before it blows.

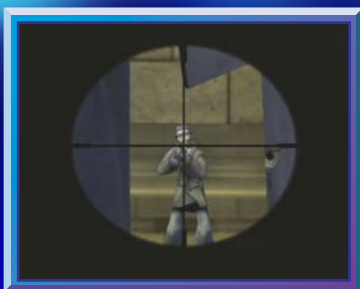


Return to the safe and take the Members Pass inside. Answer the phone on the desk; it's Marco, telling you to look out the window at the guys comin' to kill ya.

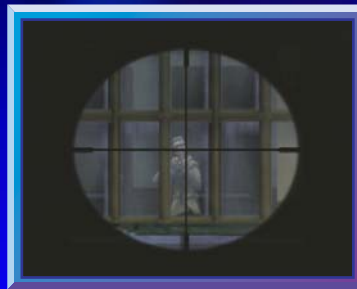


Go down one floor and look out the window to see a sniper on the ledge to the right. Zoom in and shoot him down.





Now walk forward and shoot the sniper in the lit window directly across from you. A third sniper is on the street, next to the street lamp (and behind the clothesline). Move to the left side of the window and cap him.



Down the left-hand path are more thugs, and a street-level sniper in the building at the end of the street. Kill them all from long-range with your Vintage Rifle.

Proceed down to the lobby. As you walk outside, two thugs attack from the left and right. Immediately back up into the lobby and down the stairs. Shoot the thugs as they come around the corner to attack.



Walk up to the gate, which says "Taxis & Members Only." (Huh-huh... I just... oh, never mind.) Bust out the Vintage Rifle and pop the two thugs standing at the entrance to Big Tony's.



NOTE

ALL YOU EASY READERS MAY NOW REJOIN THE LEVEL 2 WALKTHROUGH, ALREADY IN PROGRESS.



Return outside and follow the street to the right, which leads to the big, bright Hotel. A patrolling thug wanders toward you from the right-hand path of the intersection. Take him down and take his Shotgun.



Turn around and go left at the intersection. Use the phone booth to call a taxi, then return to the gate. The taxi arrives, the gate opens, and you walk into the courtyard, hitting a checkpoint as you do.



Enter Big Tony's restaurant. There's a thug around the corner to the right; sneak up behind him and bust a cap.

WEAPONS CHECK

Nothing satisfies quite like a boomstick. Use the TNT in close-up situations.

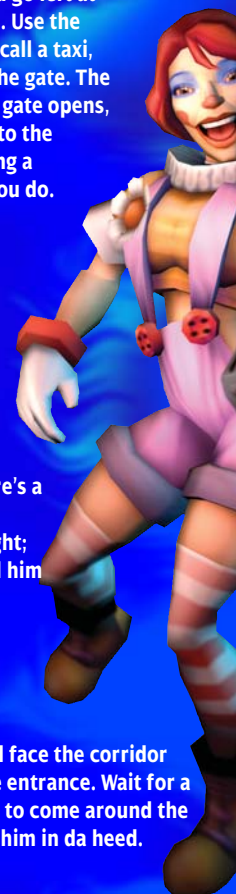


NORMAL

There's a sniper (Normal/Hard) in a window on the left side of the street, shortly before you reach the intersection, and a second sniper (Normal only) in a window next to the phone booth on the right side of the hotel (but not on Hard).



Turn around and face the corridor to the left of the entrance. Wait for a patrolling guard to come around the corner, and pop him in da heed.



Follow the corridor to a "Members Only" door in the back alley. Open the door and immediately shoot a thug in front of you. (There are two thugs on Normal, so run back and left into the alcove and let them come to you.)



Check the cul-de-sac around the right side of the door for Armor, then enter The Sunrise Club.



Go down the corridor to the admittance cage, where a thug leaps out at you from the left. One KA-BLAM!! later, he's lying down. Go into the glass-walled alcove to the left of the cage and pick up the Tommy Gun (X2).



There's a thug at the end of the red passage behind the cage, ducking around the corner. Shoot him when he shows himself.



NORMAL

There's a second thug in the left-hand alcove of the red passage. He apparently wants to die at your hands. Grant his strange request.



Proceed down the hall. There's a thug on the left side of the pillar in the middle of the next room. He'll shoot you the nanosecond he sees you, so use the Vintage Rifle to shoot him in the arm, then shoot him in the head when he looks around the corner. (Or just Swiss-cheese him with the Tommy Gun, you inelegant boob.)



Walk forward through the room and turn right to see a giant staircase. Take care of any pillar-pushers, then arm yourself with the Tommy Gun and walk toward the staircase. Back up as Big Tony charges down the stairs to attack.

NORMAL

There's a thug hiding behind the right-hand pillar.



HARD

There are thugs hiding behind the left-hand AND right-hand pillars.



Immediately target Tony and blast him with the Tommy Gun until he drops, while dodging the attacks of the vicious Scourge Splitter. If you bump off the Splitter, another one appears to take its place, so don't bother trying.

Pick up the Time Crystal when Tony coughs it up, then enter the Time Portal at the bottom of the stairs to finish the level, before the Splitter takes you out.



LEVEL 3: 1895 NOTRE DAME

Reward for Beating Level

Unlock Jacque de la Morte

Weapons

LUGER PISTOL (X2)
SHOTGUN

Primary Objectives

- Rescue the maidens
- Fight off the Portal Daemon
- Make your way to the roof to escape Notre Dame
- Retrieve the Time Crystal
- Eliminate Jacque de la Morte

Secondary Objectives

- Help the hunchback escape with the maiden



Follow the corridor until you find two restless corpses in a long hallway. Put buckshot into their heads to return them to the prone position.

Turn left at the intersection and throw the switch at the end of the corridor to open the gate on the other side of the window then turn around and blast the zombie.



NORMAL

There are three zombies instead of two, and one of them doesn't arise until you walk past him, at which point he realizes that you're a meal on wheels.



NORMAL

There are two zombies, one of whom (on the left) spits poisonous green loogies with frightening accuracy. Shoot the zombies BEFORE you throw the switch.



HARD

There are FOUR zombies instead of two or three. (The major difference between the three difficulty levels is the amount of undead who attempt to eat your brains and other vital organs.



TIP

Always blast loogie-hockers before regular zombies, because the former are much more dangerous (and disgusting).

CAUTION

If you're playing on Normal or Hard especially Hard — do NOT pick up the Shotguns in this level for extra ammo until you absolutely need them. Shotgun shells are at a premium on the harder levels, and you need to set heads rolling with every precious blast.



Return to the intersection and turn left, walking through the broken wall. There's a Shotgun in the left alcove just before the wall-hole.



Shoot the stumblin', bumblin' zombie (two zombies on Normal, one a spitter; three zombies on Hard) and walk forward into the drainage canal.



Throw a second switch on the left side of the second gate to open it up.



Climb the stairs and take the Armor on the ground. On Normal and Hard, immediately turn and shoot the zombie that appears.



Walk left around the corner, then back up and take out the zombie (two on Hard).



Walk to the foot of the stairs and a zombie appears above you. Shoot the zombie as he strolls down to bite you.



Climb the stairs; there's a Shotgun at the top.



You're now in a wine cellar. Walk slowly forward as a PIP shows the gate closing behind you.



Stay against the right-hand wall as you approach the boarded-up door on the other side of the room. Several flaming zombies eventually burst through it. If you're against the wall, you won't be singed by the flames.



Run back to the closed gate, blasting zombies as you go (on Normal/Hard), and shoot the flammers' heads as they approach.



CAUTION

If you're set on fire by one of the zombies, you're gonna burn to death. Keep a healthy distance, won't you?

There's a Shotgun on the ground, near the blown-up barrels.



NOTE

WE'VE DESCRIBED THE NEXT SECTION (WHICH OCCURS BEFORE THE MID-LEVEL CHECKPOINT) FOR ALL THREE DIFFICULTY LEVELS, SINCE IT VARIES PRETTY WILDLY.

EASY

Walk forward to an arched passage. There's a Shotgun on the floor, and a maiden up ahead, chained to the wall.



Turn left as you approach the maiden to blast the zombie, then walk up to the maiden and press the Activate button to release her from her bonds. "Merci," she might say, or "Thanks," before running to safety. No, no, thank YOU.



Go left around the corner to see a second maiden on the wall, with locked prison cells on either side of the hallway. There's Armor in the right hand cell; shoot the lock off the gate to open it up. There's also a Shotgun on the floor between the cells.

As you approach the second maiden, two zombies appear to your right. Turn, shoot, and release hottie after the requisite eye-feast.



Walk to the right and around the corner. Kill the zombie, unless you'd rather he killed you, in which case I'm unclear as to why you're playing this game. Turn to face the stairs between the two candles, and blast the zombie as he strolls down to attack.

NORMAL

Walk forward to an arched passage. There's a Shotgun on the floor, and a maiden up ahead, chained to the wall. Walk forward to shoot the zombie on the left and the zombie that appears in front of the maiden.



After freeing the first maiden, grab the Armor from the left-hand niche, then quickly turn and shoot two zombies.



Open the right-hand prison cell, kill the three zombies that appear in hallway, and liberate the maiden. The first zombie appears as you approach the cell; the second appears as you blast the lock; the third appears as you enter the cell.

After liberating the second maiden, go right around the corner and blast two more appearing zombies. There are two maidens here, but the closer one is actually a monster in disguise. Sick!



CAUTION

If you release the monster-maiden, she'll attack you. Better to leave her alone, or shoot her in the head and put her out of her misery.

NORMAL

Run into the corner to the left of the staircase and fend off the zombie horde before they chew on the real maiden, then release her and climb the staircase.



HARD

Walk forward to an arched passage. There's a Shotgun on the floor, and a maiden up ahead, chained to the wall. Walk forward to shoot the zombie on the left and the three zombies that appear in front of the maiden.



After freeing the first maiden (and ignoring the monster-maiden on the left-hand wall), grab the Armor from the left-hand niche. Quickly turn to shoot three zombies that appear behind you.

Run forward, past the locked cells, as zombies appear around you. Turn left and run past the stairs to the maiden, then turn and fend off the wave of zombies. When they're all dead, liberate your lady-friend.



Run forward and turn left around the corner to protect the real maiden; the one on the right-hand wall is a monster.

Return to the prison cells to find a maiden in one of them. Blast the lock off the door and immediately kill the zombie inside and the zombies outside. Walk outside to trigger two more and kill them, too. Release the maiden into the wild, where she will frolic with the other lovely ladies, wild and free.



NOTE

LET US NOW REUNITE ALL THREE WALKTHROUGHS IN HOLY MATRIMONY.



Walk up the stairs and hit the checkpoint. A zombie awakes and attacks at the top of the checkpoint staircase. Take his freakin' head off.



Walk up the stairs and follow the passage into the central cathedral of N.D. Wow. Pretty. I forgot how pretty churches can be—I haven't been to one since I discovered the National Football League.

NOTE

YOU CAN BLAST OUT THE STAINED GLASS WITH YOUR SHOTGUN, WHICH ISN'T PRODUCTIVE, BUT DEFINITELY ENTERTAINING.



Walk forward and turn left to find an altar and a group of priests praying at the pews. These aren't men of the cloth; alas, they're eevil skeleton priests. The higher the difficulty level, the more priests talk to the Big Guy.



Look above the pews to see the third maiden dangling from a rope. That has to be rather abrasive to the skin on her wrist, the poor dear.



CAUTION

Don't shoot the rope, or the maiden plummets to her bone-crunching demise. No, really, don't do it, even though you just hit the checkpoint and you can easily start over again.



Turn and run toward the door across from the pews. The maiden screams "Help me!!", which causes a priest to open the door and attack. Place a buckshot deposit into his bleached skull.

There's Armor behind the door, along with a second priest around the corner. Grab the Armor now if you need it, then blast the priest, go around the corner, and wait for the pew-priests to arrive.



Shoot the mob of priests with the Shotgun to make a heap of bones, and claim the Luger Pistols on the ground. You're now packing double-fisted heat.

TIP

Leave extra Luger Pistols on the ground if you can, for ammo replenishment later on.

WEAPONS CHECK

The Luger Pistol is a standard-issue handgun, but being able to fire two pistols at once is very convenient, as you can unload 14 bullets before pausing to reload.



Climb the winding staircase. On Normal, there's a zombie halfway up; on Hard, there's also a flaming zombie two-thirds of the way up. Walk upward until you see or hear a zombie, then run back to the corridor and wait for the zombie to approach.



There's a priest at the top of the staircase. Blast him and yank on the rope to lower the maiden to the ground, then yank on the rope again to ring the cathedral bell. What the heck.

NOTE

COME BACK HERE AND PICK UP THE LUGER PISTOL IF YOU NEED AMMO LATER IN THE LEVEL.



Return to the maiden and you're given a new objective. A hunchback(!) runs onto the scene from the left, Shotgun in hand, and starts blasting the approaching zombies.

Position yourself slightly behind the hunchback, with the maiden behind you, and blast any zombies that are about to attack the Hunchback or the maiden. Hunchy should be able to take out most of them himself. The harder the difficulty level, the more zombies attack.



CAUTION

Don't get in front of the hunchback, or you'll take damage from his friendly fire.

When the zombies stop coming, the hunchback and the maiden run off to — uh — let's not even theorize about the nature of their relationship, okay?



Turn around and claim the Time Crystal from the altar. Can I GET a hallelujah?!



Return to the center of the cathedral, turn left, and go through the door that the hunchback came out of.



Follow the corridor around to a staircase with a half-Armor at the bottom.

Climb the stairs, which are populated by one regular zombie (if you're playing on Normal) or two flaming zombies (if you're playing on Hard).



Stop at the alcove halfway up the steps to find a Shotgun.

At the top of the stairs is the wooden cross that you saw in the opening animation. Creepy.



As you take the Shotgun on the ground and enter the cathedral, you're given a new objective: fight off the Portal Daemon. This massive creature marches down the center of the cathedral, occasionally firing enormous energy bolts in your direction.



CAUTION

The harder the difficulty level, the more energy bolts are tossed at you.

If you're playing on Normal or Hard, spitter zombies and skeleton priests appear on both sides of the balcony as the Daemon arrives.



Here's how we suggest you fight the Daemon: the nanosecond you walk into the ledge, turn right and shoot the closest zombie, then turn left and start blasting the Daemon in the head with your Lugers. You can also clear out the balcony baddies first, then worry about the Daemon—it's your call.



When the Daemon drops, turn and take care of the zombies and priests attacking you. When they're all wasted, return downstairs for Armor if you need it.



Walk around the balcony and through the next door, which opened when you killed the Daemon.



Take the Shotgun Ammo and the partial Armor in the corridor.



Follow the corridor to a seeming dead end. Press the Activate button to open the wooden door on the right.



You're now outside in the freezing rain, wearing nothing but your skimpy, non-waterproof costume. Not good. Follow the balcony around to a Shotgun. Take the Shotgun and gird your loins. (If you don't know what that means, look it up. It's a great phrase to use at parties.)



Continue forward until you find Jacque de la Morte. There's nothing complicated about your attack strategy: blast Jacque in the belly and head with the Shotgun until he croaks. Go through the Time Portal and you're done.

HARD

Jacque is ably assisted by Scourge Splitters, just like Big Tony was. While you can kill the Scourge Splitter, it's much wiser to head for de la Morte and shoot the hell out of him, avoiding the Scourge Splitter's attacks. When de la Morte drops, dash into the Time Portal. Whew!



LEVEL 4: 2280 (RETURN TO PLANET X)

Reward for Beating Level

Unlock Ozor Moxx

Weapons

HOMING LAUNCHER
PLASMA AUTORIFLE
SCIFI HANDGUN

Primary Objectives

- Repel the beach attack
- Shoot down the escaping UFOs
- Locate the crashed UFO
- Find the UFO base
- Fight off the raid on the crashed UFO
- Retrieve the Time Crystal



At the start of the level, immediately run forward to pick up the Temporal Uplink and the Scifi Handgun, then drop into the hole to avoid the UFO lasers.

WEAPONS CHECK

The Scifi Handgun shoots three bouncy bullets at a time, and the ricocheting lasers can hurt you if they rebound into you. Watch your fire when you're shooting the Handgun in a narrow tunnel.



Proceed along the left-hand or right-hand path to a corridor with an appearing alien. Blast his ugly mug with your Handgun. If you're playing on Hard, an alien appears in the left-hand OR right-hand path, and the corridor alien attacks from around the right-hand corner instead of appearing.



TIP

If you shoot with proper aim and timing, you can hit the alien's noggin for an instant kill before it can react.



Proceed forward to the T-intersection and head right. On Easy, there's an alien below the bridge; on Normal/Hard, there's an alien on the bridge as well. Zap the xenomorph(s).

CAUTION

If you're playing on Hard and walk left, you'll trigger an alien appearance on the ledge above you.



Walk forward into the corner, shooting an alien behind the left-hand rocks on Normal, and take the Weapon Part on the ground, then quickly turn left and shoot the distant alien on the bridge.

HARD

There's an alien behind the rocks AND an appearing alien in front of you. Aliens also appear on the bridges to the left and right of the Weapon Part. Run behind the left bridge and shoot the alien in the back of the head, then run forward and take out the right-bridge alien.



2280 (Return to Planet X)



Walk forward, beneath the bridge and through patches of glowing green mushrooms. Shoot the next alien when he appears, just because you can. If you're playing on Normal, he runs around the corner to attack instead of appearing in front of you.



Run to the middle turret near the laser-barricaded door; this is the safest of the three, as it gives you the best view of the aliens as they attack.

HARD

Three aliens attack before you reach the hole; two run around the rocks to attack you, and the third appears in front of you.



TIP

You can zoom the cannon viewpoint in and out by pressing the Aim button; we suggest you keep it zoomed out for a wider view of the aliens as they attack.



Drop into the hole at the end of the path and grab the Armor after you land.



Use your missiles to blow up the aliens before they get close to the turret. If an alien gets especially close, use the cannon to nail him in the head or chest. When you run out of ammunition, move to the turret nearest the laser barrier and unleash hell.

Walk forward into the beach area, where three large laser cannons are planted in the sand. That's a fairly extreme way to handle shark sightings, don't you think?



If an alien manages to avoid your missiles and bullets, he blasts you at point-blank range. This is what we in the strategy-guide business call "a bad thing." Let go of the turret just long enough to shoot the alien, then grab the turret and resume mowing down his friends.



Walk forward until you hear a distinctive beep and receive a new objective: repel the beach attack.

NOTE

YOU CAN LAUNCH MISSILES AT THE UFOs IN THE AIR, BUT YOU CAN'T SHOOT THEM DOWN, SO FOCUS ALL YOUR ATTENTION, AND AMMUNITION, ON THE APPROACHING ALIENS.



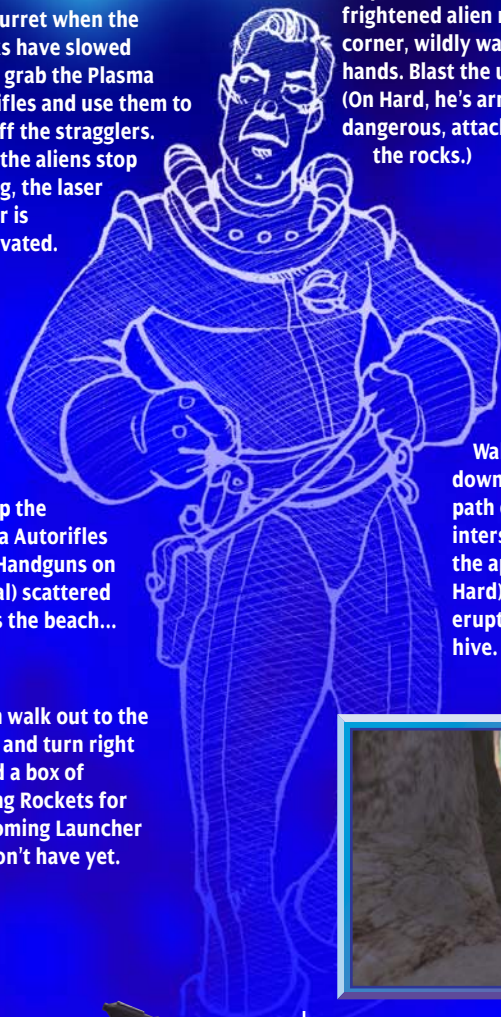
Don't be afraid to ditch your turret when the attacks have slowed down; grab the Plasma Autorifles and use them to pick off the stragglers. When the aliens stop coming, the laser barrier is deactivated.



Pick up the Plasma Autorifles (Sci-fi Handguns on Normal) scattered across the beach...



...then walk out to the beach and turn right to find a box of Homing Rockets for the Homing Launcher you don't have yet.



As you approach the cache, a frightened alien runs around the corner, wildly waving his creepy hands. Blast the unarmed foolio. (On Hard, he's armed and dangerous, attacking from behind the rocks.)



Walk forward and down the right-hand path of the circular intersection (shooting the appearing alien on Hard). A swarm of bees erupts from the huge hive.



Shoot a sticky Plasma Grenade into the middle of the hive; when it explodes, it blows up most of the bees below it. Finish off any stragglers with the Sci-fi Handgun.

WEAPONS CHECK

The Plasma Autorifle is a wonderful weapon: it's pinpoint-accurate and doesn't need to be reloaded on the fly. The longer you hold down the trigger, the faster the Autorifle fires; just make sure you release the trigger before the heat gauge fills up, or you'll be unarmed for several seconds (and unable to switch weapons) as the Autorifle cools off. When you're launching a Plasma Grenade, make sure to aim higher than your intended target, as the Grenades are affected by gravity.



If you proceed forward to the corridor, you'll wake up the bees in the second hive. Instead, turn around and use the left-hand path; the bees won't emerge.



Go through the deactivated barrier and follow the path to a cache of Plasma Ammo and Grenades, along with a Plasma Autorifle. (On Hard, the cache is guarded by an appearing alien.)



Proceed through the passage below the hives, shoot the alien (on Normal/Hard), and take the Armor on the opposite side.



Turn left and walk down the path. Pick up the second Weapon Part and you now have a Homing Launcher.

WEAPONS CHECK

The Homing Launcher is powerful, but not very practical. You have to hold the reticle on a target for several seconds before the Launcher locks on, and you have precious few Homing Rockets to use. That being said, there are a couple of spots where the Launcher is useful, and we'll point them out in the walkthrough, because that's what we do.



Walk forward to locate the crashed UFO, which falls under immediate assault by several waves of aliens. Walk over the sandbank and position yourself beneath the UFO. Its laser cannons will shoot most of the approaching aliens as you strafe left and right to avoid incoming fire.

The UFO will eventually activate its teleporter beam and send its own aliens into battle. Shoot these cannon-fodder critters from behind, or let them run forward and engage the enemy.



When the attack is over, run out and gather the Autorifle Ammo, then return and walk into the blue transporter beam to enter the crashed UFO.



There's a TimeSplitter on board, and unlike your initial encounter in Notre Dame, you now have the futuristic firepower to fight back. Keep moving as you look for the TimeSplitter's shimmering "cloak" of invisibility.

Shoot the TS in the head and chest until it drops like a sack of horse dung. Very satisfying!



TIP

You can shoot the TimeSplitter when it's cloaked.



Walk through the wide "door" into the UFO's outer ring.



If you're playing on Easy, enter the small red room and take the Time Crystal. Walk to the other side of the UFO and enter the Time Portal to complete the mission. If you're playing on Normal or Hard, keep reading!

Normal/Hard players receive neither a Time Crystal nor a TimeSplitter in the UFO. Approach the red panel on the outer ring of the spacecraft after shooting the alien who appears in the teleporter.





Use the panel to check out three hangar surveillance cameras. Turn each one off after you soak in the view. You're given a new objective.

Drop into the hole at the bottom of the UFO to hit the checkpoint, then turn and shoot the alien that drops into the hole after you.



Turn around and walk down the circular tunnel until you encounter a guard on the left, blissfully staring into space. Pop him in the back of his bulbous head.



CAUTION

Two more aliens appear if you don't score the clean kill.

Proceed around the corner and snipe the alien on the high ledge with the Homing Launcher. (There are two aliens on Hard.)



Walk forward and claim the sweet, sweet Armor for yourself.



Return to the UFO and go down the other tunnel. Shoot the guard standing watch and the second guard, who attacks after you take out his friend. On Hard, a third alien teleports in.



Walk through the green tunnel and grab the Homing Rockets at the top.



You've wandered into an area of conflict between the warring alien factions (blue and red). Walk forward until a red group teleports onto the scene.

Retreat to the safety of the tunnel and let the aliens fight it out. Shoot any red or blue alien who pursues you into the tunnel.



HARD

There's a sniper in a tunnel above and left of where you enter the area. Pick him off with a Homing Rocket or Plasma Grenade.



When the fighting dies down, wander around the plateau for a while, trying to trigger other teleporting aliens. If you proceed too soon, you'll be caught in another blue/red firefight.

2280 (Return to Planet X)

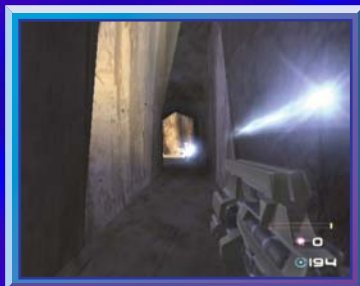
When you're confident that the battle is finished, walk up the tunnel around the corner from where you entered. (Don't bother wandering into the area across from the tunnel; it leads to the hole where you found the Armor.)



Shoot the alien in the tunnel and proceed forward to a walkway. If you hear additional aliens teleporting in, duck into the alcove just before the walkway, turn around, and blast the aliens as they attack you. (It should only be two or three at most.)



There's a beehive on the left side of the walkway, and an alien on the opposite side. (On Hard, an alien also appears on the walkway.) Shoot the alien(s) first, then use a Plasma Grenade to kill most of the bees, finishing off the rest with Scifi Handgun fire.



Proceed forward to a second walkway, where an alien hides behind the rocks on the right of the path. Snipe him from across the walkway and continue forward.

Keep going forward until a secret piston-esque elevator is activated on the left, which also triggers an alien to attack from behind the rocks.



Shoot the alien and walk forward until you trigger the bees to start coming out of the hive. Back up and use a Plasma Grenade on the wall to the left or right of the bees to kill 'em.



Take the Armor below the hive, soak in the view, and enter the tunnel to the right of the elevator.



Cross the bridge and kill the alien on the other side. Proceed forward and walk along the ledge (above where you started the level), then kill the alien as you enter the tunnel.



Press the Activate button to open the yellow blast door and walk forward, as a PIP shows a group of UFOs taking to the air.

Walk through the elevator area and into the passage on the other side.



NOTE

IF YOU FALL OFF THE LEDGE, USE THE SECRET ELEVATOR TO GET BACK UP.



Turn right and open the door to find Gunpod AA-2. Nice! Press the Activate button to take the controls.

Aim the Gunpod ahead of each wave of UFOs (which fly in formations of three) and allow the UFOs to fly into your stream of laser fire. There are 15 UFOs in all.



When you've taken down all the UFOs, you watch another PIP, showing a blast door opening and several guards appearing in front of it.

Walk through the elevator again—don't ride it down to the blast door!—and go through the left-hand doorway into Gunpod AA-1.



Aim straight down to see a guard standing in place. Fire the Gunpod to make him scurry toward the elevator, and try to pick him off before he reaches it. A second guard also dashes for the elevator, so blast him, too. You're an equal-opportunity alien-slayer! Now pick off the two guards in front of the blast door.



If one or both of the guards make it to the elevator, they'll be waiting outside for you to open the Gunpod door. But you can shoot them through the door (!) by aiming at the tiny portions of their guns that stick "through" the door. You'll hear your shots connect as the aliens scream in pain. Yes, this is a programming bug, and yes, you should take full advantage of it.

CAUTION

Once you enter the UFO base, you're locked in. If you left behind an Armor, go fetch it before you go inside.

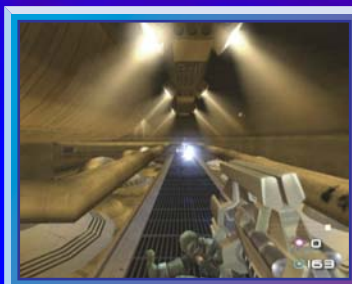


Go down the elevator and enter the blast door of the UFO base.



An alien attacks at the bottom of the sloped corridor. Shoot the little bugger.

Turn left at the bottom and walk around the corner, where another alien attacks. Bam.



Walk forward and into the UFO hangar. Shoot the alien who runs at you from the opposite side of the walkway.

2280 (Return to Planet X)



Follow the walkway into a curving blue tunnel. At the end of the tunnel, a hatch opens up to reveal three aliens. Back up, crouch, and use your Homing Launcher to pick off the aliens from a safe distance.



Walk forward, turn left, and hit the teleporter beam to enter the UFO.

There are two TimeSplitters inside. Keep moving and use the Autorifle to slay them both.



Take the Time Crystal from the small red room, then walk into the Time Portal in the UFO's inner ring to finish the level.

LEVEL 5: 2019 NEOTOKYO

Reward for Beating Level

Unlock Sadako

Weapons

SBP90 MACHINEGUN
SILENCED PISTOL
SNIPER RIFLE
SCIFI HANDGUN

Primary Objectives

- Follow the hacker to the research area
- Obtain the hacker's password
- Deactivate the TimeSplitter machine
- Eliminate the gang leader before she escapes (Easy)
- Gather evidence of TimeSplitter research (Normal/Hard)
- Upload the evidence to the local police server (Normal/Hard)
- Retrieve the Time Crystal
- Minimize civilian casualties



At the start of the level, follow the hacker as she briskly walks away from the subway and toward the rainy streets of NeoTokyo. Stay close, but not TOO close. You might even try wandering into her personal space once or twice (and then restarting the level, of course) to get a feel for the distance you can safely maintain.

HARD

The hacker uses a TimeSplitter-esque cloaking device, making her nearly invisible. You can still make out her shimmery form, however, and you can always see her on the Temporal Uplink.



CAUTION

Never get in front of the hacker, or she'll immediately see you and start shooting, which ends the mission in a hail of gunfire and a load of embarrassment.

NOTE

IF YOU'RE PLAYING NORMAL OR HARD, SKIP AHEAD TO THE NEXT NOTE; THE FOLLOWING INSTRUCTIONS ARE FOR EASY PLAYERS ONLY. DON'T YOU EASY PLAYERS FEEL SPECIAL (IN A SHORT-BUS KIND OF WAY)?



The hacker pauses at the end of the corridor, then turns right and starts down the street. Punch the glass displays on the right side of the corridor and take the Silenced Pistol, Sniper Rifle, and ammo in the displays.

When you reach the intersection, the hacker turns left. Follow her around and down the stairs into the blue corridor. Keep a healthy distance at the staircase—Hacker Girl tends to see you at this point unless you're well clear.



CAUTION

Don't walk INTO the displays, or you'll break them with your fat head and suffer minor damage.

Walk out to the street, turn right, and shoot the security camera before you resume following the hacker. Aim for the camera lens and score the instant "kill."



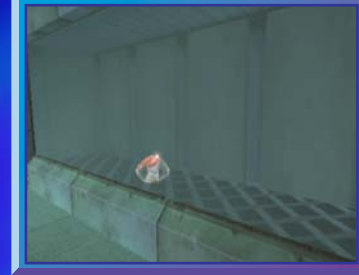
The hacker crosses the street, so cross with her and walk left around the corner. The second glass display on the left has Armor inside. Let the hacker get ahead of you, then smash and grab.



Wait for the hacker to walk around the corner. Run across the street and follow close behind her. A police hovercar floats past you on the right. Use the Temporal Uplink to see the cops' field of view, and avoid it.



Catch up to the hacker, who turns left, walks to the end of the street, and pauses before heading left again. Follow the hacker down a flight of stairs into the bowels of NeoTokyo, and skip ahead to the next Note.

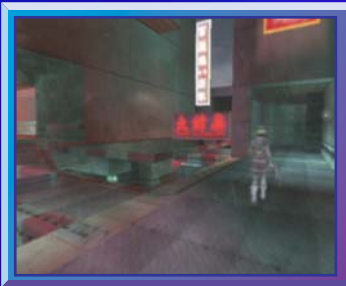


If you're playing on Normal, return to the window after the cop car passes you and smash it for the Armor inside. If you're playing on Hard, there's no Armor behind the glass.

NOTE

THE HACKER-STALKING SEQUENCES FOR NORMAL AND HARD ARE DRAMATICALLY DIFFERENT THAN EASY, AND ARE DESCRIBED IN THE FOLLOWING PARAGRAPHS.

The hacker walks straight ahead at the intersection. Turn left and sprint down the stairs to the blue corridor. Smash the displays, take the weapons, and run out to the street.



Playing on Hard, there are three more cameras after the close call with the cops. Shoot each with the Silenced Pistol to disable it, but make sure the hacker's not too close to each camera when you take it out. On Normal, there's only one more camera, above the ramp to the underground.

NOTE

WE NOW RESUME THE WALKTHROUGH FOR ALL THREE DIFFICULTY LEVELS.



Shoot the security camera and run straight ahead into the corner. Position yourself against the short wall on the left side, to stay out of the hacker's view.



The hacker walks into the tunnel, then walks down a short ramp and turns right. Stay close, but don't invade her personal space. She tends to react to that social faux pas with extreme violence.



Shoot the protruding lens of the camera directly above you, then use the Sniper Rifle to pick off three cameras down the street: one on the left side, two on the right.



The hacker walks around the corner to the entrance of the research facility, and a laser barrier is lowered so she can enter. Wait for a guard to come out of the entrance guardroom and follow the hacker down the corridor, then run into the entrance guardroom.

CAUTION

If you wait too long, the laser barrier goes up again, and you can't get inside, no matter how much you beg the guard.



Quickly use the control panel beneath the monitors and switch to the third and final security camera. Stay on this camera and wait for the hacker to enter her password, which you deviously memorize for your own use. Go through the three cameras again and turn them all off.

Walk down the corridor and shoot the guard from behind. Don't feel guilty about it: that funny hat completely justifies her termination. Go through the hole in the wall and you hit the mid-level checkpoint.



Use the computer terminal to enter the password, which opens the door at the top of the stairs. Walk to the bottom of the stairs and wait for a guard to wander into your line of sight. Shoot him in the head and climb the stairs.



NORMAL

Shoot the camera lens of the machine gun in the ceiling, which isn't activated yet (but will be later). An ounce of destructive prevention is worth a pound of bullets in your body, or something like that.



Walk down the hallway to an intersection with two groups of sliding doors. Look through the right-hand window of the sliding doors straight ahead of you to see a guard's funny-hatted noggin. Shoot that noggin.

HARD

Wait for a second guard to run toward her fallen comrade from the left, and shoot her when she pauses in the window.



Enter the room you just cleared out and take the Armor near the table, then turn around and open the lockers on the left to find a SBP90 Machinegun.



Open the lockers on the right to find an AstroLander cart. (Note that the AstroLander cart is not available while playing on Easy.) Call up the Temporal Uplink and press the Manual Reload button to call up a menu from which you can play your acquisition. (Refer to the final chapter for more info on AstroLander.)



NORMAL

There's a Digital Camera on the table, which unfortunately has no compromising photographs of Anna Kournikova, but which will be of some use to you very shortly. If you're playing on Hard, look up and blast the camera of the machinegun in the roof above the table.



WEAPONS CHECK

With a rapid-fire 32-bullet magazine, it's easy to fall in love with the SBP90. Use it for the remainder of the level, since most of your enemies for the rest of the level are also using it, and they conveniently drop SBP90 Ammo when they croak.



Return to the hallway and turn left, then go through the sliding doors. Turn left and peek through the next set of doors to see another guard. Bust a cap.



HARD

Return to the hallway and turn left. Watch for a patrolling guard on the other side of the doors. Open the doors to shoot him, then shoot the guard who runs out of the doors on the left. (If he doesn't hear you kill his pal, you can sneak into the hallway and plug him through the window.)



NORMAL

Go to the end of the hallway and shoot the camera of the machinegun, then turn around and walk straight ahead into the document room. Take a good-sized picture of the blueprint on the wall. "More evidence needed," says the game. Walk outside, turn left, and take a picture of the TimeSplitter machine through the window. You've got your evidence now!



Return to the room where you snagged the Digital Camera and use the computer terminal to upload the Camera's contents. Alarms start ringing and all hell generally breaks loose. Run back to the long hallway.



Turn and run to the door at the end of the hallway. Open it and dash into the right-hand corner of the room, next to the machine, while dodging the TimeSplitter's lightning-bolt attacks.



Press the Activate button to throw the switch. The machine doesn't shut down right away, so run behind the wall to the left of the machine, turn around, and duck. The concrete will block the TimeSplitter's electric assault.

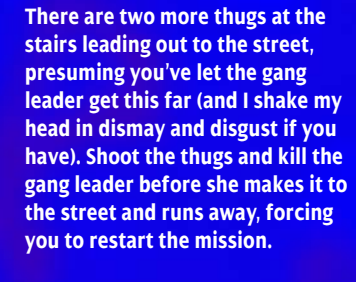


The gang leader activates a cloaking device when she runs away from you. No fair! (The cloak turns off when she stops to shoot at you.)

The gang leader comes into the room and starts shooting at you. Return fire with your sweet, sweet SBP90. When she screams and runs, pursue her back to the entrance. You'll encounter several thugs along the way, starting with one at the top of the stairs.



The second thug pops out of the gatehouse to slow you down, but ain't nothing gonna slow down the SBP90. Use your weapon in a murderous fashion.



There are two more thugs at the stairs leading out to the street, presuming you've let the gang leader get this far (and I shake my head in dismay and disgust if you have). Shoot the thugs and kill the gang leader before she makes it to the street and runs away, forcing you to restart the mission.



When the gang leader drops dead, she also drops the precious Time Crystal. Step over her cooling corpse to collect it.



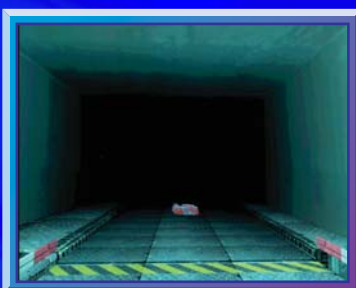
Return to the rain-drenched streets of NeoTokyo and walk out to the intersection, where a thug attacks you from behind the pillar to the left. Shoot the thug and head left, down the street.

NOTE

IF YOU'RE PLAYING ON NORMAL OR HARD, IT'S TIME TO SKIP AHEAD TO THE NEXT NOTE. THE FOLLOWING CLIMAX-OF-LEVEL TEXT IS FOR EASY-MODE PLAYERS AND AUTHORIZED PERSONNEL ONLY.



Pop the guard who leans out from behind the wall on the right to attack. (He's fairly close to where the other thug was standing.)



Walk into the Time Portal at the end of the street. Level complete! Yeah, baby. YEAH!

Walk down the stairs and shoot the thug who attacks you from around the corner. Move toward the hole in the wall and shoot the hacker-chick who runs into the hole from the left side.



Proceed out to the dark corridor, where a hacker attacks from along the right-hand wall. A second hacker zips around the corner and attacks as you near the entrance to the complex.



NOTE

AND NOW FOR THE NORMAL/HARD CONTINUATION OF THE WALKTHROUGH, BROUGHT TO YOU BY PRIMA GAMES, DIMENSION PUBLISHING, AND SOME HACK NAMED ZACH MESTON.

HARD

There's a thug in the space below the walkway on the left side of the corridor. Shoot him after you shoot the thug who appears down the hall.



Shoot the two guards (three on Hard) who enter the room, and wait for the TimeSplitter's attack to cease and desist. Stand up and make your way out of the complex.



Round the corner and head for the ramp. A thug dashes down the ramp to attack; use the SBP90 to discourage his bad behavior. A second thug attacks as you approach the ramp.



A hacker-dude attacks you from around the corner at the end of the hallway leading to the stairs. You're ready for him. I know you are.

HARD

There are four thugs between the complex entrance and the first ramp. The first attacks as you round the corner; the second and third dash down the ramp to attack you; the fourth is hiding in a hole on the right side of the path.



HARD

There's a thug on the stairs, facing away from you. You should be able to cap her in the back of the head before she sees you.



Climb the ramp and head for the stairs that lead up to the street. If you're playing on Hard, shoot the waiting thug with your Sniper Rifle, and blast the second with the SBP90 as he charges down the ramp.

Walk one or two steps up the stairs and immediately back away. You'll hear a Grenade or two bounce and explode above the scream of a dying female thug. This thug is hiding behind a container at the top of the stairs, and you definitely want her dead before you proceed.



Run up the staircase, turn to your right, and shoot the thug behind the container. Wait for two more thugs to come around the corner and shoot them both.

Walk toward the intersection and kill a thug who runs around the right-hand corner. On Hard, another thug attacks from the right as you reach the street. Blam.



Walk down the left street and kill the thug who leans out from behind the right-hand wall.



Keep walking forward until you see two cops in the distance. Shoot both officers with your Sniper Rifle (or Silenced Pistol, if you're truly hardcore and can hit a head-shot from this distance), then walk forward and pick up their Scifi Handguns, not that you'll be using them.

Turn around and run straight down the street. Shoot anyone who directly attacks you, but ignore everyone else; allow nature to take its course as the thugs and cops engage in battle. Turn left when you see the big blue arrow on the wall (which is, strangely enough, pointing left).



Walk down several flights of stairs and into a corridor. There's a thug around the corner at the end of the corridor. Shoot her and proceed forward.



Walk forward to encounter a second thug behind the left-hand corner. Plug him, and around the corner you go.

There's an old man behind the counter at the end of the corridor. Walk up to him and he completely restores your health! How did he do it? Ancient Chinese secret. You can revisit him to heal up again.



Leave the corridor and walk up the flight of stairs. At the second-to-last flight of stairs, turn right and take out the leader of the hackers, a sturdy woman who has the Time Crystal in her possession. There are times when she follows you into the corridor instead of waiting near the stairs (as demonstrated in our screenshot), so be ready for it.

NOTE

YOU MIGHT ALSO ENCOUNTER THE CRYSTAL-BEARER IN THE CORRIDOR, JUST AFTER GETTING THE HEAL-UP FROM THE OLD MAN. HAVE YOUR SBP 90 MACHINEGUN AT THE READY.

Grab the Crystal when the hacker-chickie drops it and run back to the end of the street where you picked off the two cops from long range. Don't stop running; just keep moving and let the battles rage around you.



The Time Portal is at the end of the street; enter it and you've finished the level!



LEVEL 6: 1853 WILD WEST

Reward for Beating Level

Unlock The Colonel

Weapons

GARRETT REVOLVER (X2)

GUN POWDER

VINTAGE RIFLE

Primary Objectives

- Rescue Ramona from jail
- Destroy all evidence of Ramona
- Put out the fire in the barn and rescue the girl
- Eliminate the Colonel
- Retrieve the Time Crystal



At the start of the level, walk forward and down the alley on the right. Walk up the rear staircase and shoot the sniper from behind with your Garrett Revolver.



WEAPONS CHECK

The Garrett Revolver is your standard six-shooter.

CAUTION

If the sniper sees you from above, he'll turn around when you come up the stairs. Walk next to the buildings instead of in the middle of the road. This makes you less visible, since you're under balconies and all.

Break through the glass with your fists and take the Vintage Rifle from the balcony. How did it manage to fly through the window without breaking it? Because it's a magic Vintage Rifle, of course. I can't believe you even needed to ask.



TIP

Conserve your Sniper Ammo in this level if you're playing on Hard. Use the Revolver whenever you can.

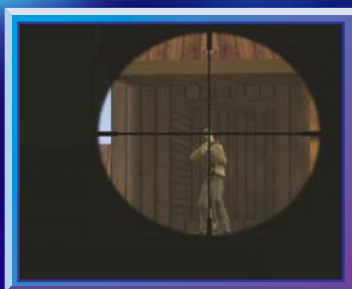


Turn right and walk along the balcony to the gambling house. On Normal, turn right, walk down the stairs, and shoot the thug through the window.

Walk along the balcony to the left side of the gambling house and open the door. Go down to the second door on the left and go inside to find Garrett Revolver Ammo.



Return to the balcony and walk across the "bridge" to the other side of the road. Turn right and slowly walk toward the general store.



Use the Vintage Rifle to shoot the sniper on the balcony of the stable down the street, then cap the thug in the stable entrance below and left of the balcony.

HARD

There's a poster on the balcony of the building across from the jail. Tear it down before you drop to the street.



NORMAL

Drop to the ground, enter the saloon (between the general store and the stables), and rip the poster down from behind the bar.



There's a thug marching back and forth between the two windows inside the jail; stand in front of the jail entrance and shoot him with the Garrett Revolver as he walks past.

CAUTION

If the thug sees you as you approach the jail, he'll run around the corner instead of strolling into your field of view.

Rip the poster off the wall to the left of the jail entrance. You're welcome, Ramona.



From the jail entrance, walk forward and turn right. At the next intersection, turn right again and open the chest for a keg of Gun Powder.



WEAPONS CHECK

Gun Powder, by itself, isn't a weapon; in fact, you'll only use it once in this level: to solve a puzzle. Try pouring it on the ground with the Fire button.

Turn around and walk around the left corner to find Ramona Sosa cooling her heels in a jail cell. Return outside, turn left, and enter the stables.



Follow the passage to a courtyard with a pretty fountain. Use the Vintage Rifle or Garrett Revolver to blast the sniper in the tower overlooking the courtyard.

NOTE

YOU CAN SHOOT THE SNIPER IN THE LEGS (FOUR TIMES) TO KILL HIM WITHOUT GIVING HIM A SHOT AT YOU, BUT THIS IS A WASTE OF AMMO, ESPECIALLY ON HARD.

NORMAL

Rip down the poster on the left side of the stone arch.



Return to the courtyard, face the crate, and shoot it twice. The explosion lights the Gun Powder, and the Gun Powder blows up the wagon.



Quickly use the control panel beneath the monitors and switch to the third and final security camera. Stay on this camera and wait for the hacker to enter her password, which you deviously memorize for your own use. Go through the three cameras again and turn them all off.



Walk left around the corner to find a wagon next to Ramona's cell (on Easy) or across from it (on Normal/Hard). Hmmm, I have an idea!

CAUTION

If you don't make a continuous trail of Gun Powder, the wagon won't blow up, and you'll have to try again with the two crates in the other corner.



If you're playing on Easy, stand a fair distance from the wagon and shoot any of the crates a few times. The crate blows up, the wagon blows up, and Ramona is freed. You also hear a train whistle during the explosion, but I confess I don't understand why.

Shoot the thugs as they come out of the door to shoot at you and Ramona, who runs toward the town entrance. If you're playing on Easy, three thugs attack; four on Normal; and five on Hard. Try for head shots as they come out of the door.



TIP

You can also try waiting across from the stable door; a few of the thugs will enter the stable to find Ramona, and you can shoot them from behind.

NORMAL

Get behind the wagon and push it against the wall. Stand next to the back of the wagon, then hold the Fire button and run toward the single crate in the corner.



Return to the sheriff's office and walk through the now-open door across the street (below the subtle advertising message "GUNS SOLD HERE!!").

Walk forward and turn right with the Vintage Rifle drawn to snipe several thugs. Regardless of difficulty level, there's always a sniper on the balcony at the end of the street. If you're playing on Easy, there's a thug behind the left building at the end of the street; on Normal, there's also one behind the right building; on Hard, there are TWO thugs bobbing and weaving on the right side.



Walk forward on the right-hand "sidewalk" and into the barrel, which triggers a thug to charge out of the alcove on the left side of the street. (On Hard, a second thug comes out of a building on the right.) Back up around the corner and shoot the thug(s) and/or plug him in the open.



Walk forward to a burning barn on the right side of the street, with a sweet young (and impossibly shaped) lady calling out for help. A thug runs out of the barn to attack you. Blast him. Run into the alcove across the road and take the much-needed Armor, then return across the road.

NORMAL

Shoot the sniper in the window of the general store across from the barn. He might run down the stairs to the street and attack, or he might stay upstairs, so be ready for either circumstance.



Enter the barn. If you're playing on Hard, a thug is standing on the corner of the ramp leading up to the fire. Walk up the ramp to find three burning bales of hay. Shoot the barrels above the hay to extinguish the blaze, or shoot each bale three times to extinguish it. Either method works. The grateful gal runs off.

HARD

Walk out onto the balcony where the damsel in distress was standing. Turn left and walk along the balcony to the next roof. Tear the Ramona poster off the wall.





Return to the street and proceed forward until you can see the thug in the bank on the left side of the street. Snipe the money-grubbing mother-lover.



Now walk down the left side of the road, looking up at the building across the street. Creep forward until you have a shot with the Vintage Rifle, and nail the sniper.

Cross the street and walk forward. A thug pops out from behind the building. Shoot him and return across the street.



Rip the Ramona poster off the wall of the general store to the left of the bank.

Climb the stairs to the right of where the poster used to be and take the Sniper Ammo in the room at the top.



Return to the street and proceed past the bank to hit the mid-level checkpoint. On Normal, shoot the sniper on the balcony above the checkpoint.



Proceed into the passage below and right of the "BUY A HORSE" sign. A thug pops out from the left corner. Nail him. A second thug runs up the road as you walk forward; blast him, too.

HARD

A thug is on the stairs on the other side of the passage. Snipe him before you walk into the passage and shoot the guy behind the left corner.



Walk forward and pick up Garrett Revolver X2, then look up into the house on the right. Use the Vintage Rifle to shoot the top of the hanging lamp, which drops to the floor and hits a would-be sniper.

HARD

Another thug is standing on the porch of the house, so you have to snipe him down.





Walk forward and shoot the thug hiding behind the corner of the house. (While playing on Easy and Normal, there's also a thug inside the window of the house.)



As you approach the mine, turn left and shoot the thug by the two barrels. This thug NEVER misses, so try to shoot him from around the corner, where you can see him (and shoot him!) but he can't see you.

Turn around and climb the stairs to the second story of the house. Rip the Ramona poster off the wall next to the entrance.



Return to the street and walk forward into the mine. There's Armor inside the second alcove on the right.

You can push the mine cart forward by walking into it from the side, oddly enough, but it just runs into a dead end. Perhaps we can address that later.



Walk slightly forward into the left-hand tunnel. If you are playing on Easy, bust out the Vintage Rifle and snipe the thug from afar; on Normal, shoot the thug who runs at you; on Hard, back up and shoot the two thugs who run at you.

NOTE

ON HARD AND NORMAL DIFFICULTY, YOU CAN USE GARRETT REVOLVER (X2), WHICH IS VERY HELPFUL DURING THE FIREFIGHTS TO FOLLOW.



Proceed forward and a thug runs across the end of the tunnel, hiding behind the right-hand corner. Shoot him when he peeks out at you, or as he makes his run.

Walk almost to the end of the tunnel and turn right. Shoot the thug who runs around the corner to attack.



Now look left with the Vintage Rifle. It's the Colonel himself, armed with his secret recipe of herbs and spices. When you leave the tunnel, the Colonel turns and runs into the house and up to the second story, blowing the steam whistle and summoning a bunch of thugs onto the scene.



NOTE

THE THUGS SPONTANEOUSLY APPEAR INSIDE THE MINE AND THE OTHER HOUSE IN THIS AREA, SO STAY AWAY FROM BOTH THOSE LOCATIONS.



It's impossible to kill the Colonel with a head shot (he absorbs a lot of damage), so charge out of the mine and hit him with a couple of Garrett shots, then follow him to the house and shoot him dead.

Run into the house, duck, and face the door. Shoot each thug in the head as he charges up the stairs to attack you.



An alternate course of action is to turn right when you enter this area, shooting the thug who attacks and continually running around the walkways, blasting anyone you encounter.



CAUTION

If you decide to hole up in a house, don't get too close to any windows, or the thugs will shoot you from outside.

If you're hiding in the Colonel's house and running low on ammo (especially on Hard), move forward and take the pile of guns by the door, then back up again.



When the thugs stop coming—and depending on your difficulty level, this will take a good, long while—throw the lever against the wall. This moves the track in the mine tunnel, as shown in a PIP.



Leave the house, turn right to face the corner, and run to the foot of the wooden bridge to take the Sniper Ammo (which you don't actually need at this point).





Turn right and walk across the next bridge. Run up to the second story of the house and take the Armor inside, then go down the stairs and take the Garrett Revolver Ammo (which you also don't need at this point).

If you're hiding in the Colonel's house, and you're about to die — Hard players, this means you! — make a run for the Armor and see if you can survive the rest of the onslaught. Duck so that your enemies can't blast you through the windows.



Walk outside and up the trail and into the mine tunnel. Push the mine cart forward and follow it along the track.

When the mine reaches the outdoor area, it rolls ahead and smashes into the boarded-off tunnel at the end of the track.



Walk along the track and into the tunnel. Don't fall into the chasm below. That sucks.

At the end of the tunnel is the Time Crystal. Take the Time Crystal, turn around, and run.



Return to the entrance of the tunnel, where one (Easy) or three (Normal/Hard) TimeSplitters appear to reclaim their Time Crystal.



There was once a time when you could defend yourself against the TimeSplitters with a Grenade Launcher, but the designers decided to change the ending, and force you to flee instead of fight. Why, I'm not entirely sure, but it sure was fun to shoot the TimeSplitters and watch them burn.



CAUTION

The TimeSplitters occasionally appear behind you IMMEDIATELY after you take the Crystal, so don't stop running for even a moment.



Run back along the track and onto the wooden bridge. Follow the bridge to the lowest path, which leads you near the waterfall. At the end of the path is the Time Portal. Mission complete!

LEVEL 7: 1972 ATOM SMASHER

Reward for Beating Level

Unlock Khallos

Weapons

FIRE EXTINGUISHER
REMOTE MINES
SILENCED PISTOL (X2)
SNIPER RIFLE
SOVIET S47 (X2)

Primary Objectives

- Activate the reactor
- Defuse the bombs
- Retrieve the Time Crystal
- Minimize scientist casualties
- Eliminate Khallos



Stand still as you start the level and watch as the out-of-control laser destroys the lock and opens the door. Sweet! Run through the door to escape the lethal beam.

NOTE

YOU START THE LEVEL WITH THREE MINUTES OF "DETONATION TIME," AS INDICATED IN THE UPPER-RIGHT CORNER. IF THE CLOCK RUNS OUT, THE MISSION IS INSTANTLY OVER. EVERY TIME YOU DEFUSE A BOMB, TWO AND A HALF MINUTES ARE ADDED TO THE TIMER. ON NORMAL, YOU START WITH ONLY 2:30, AND EACH TIME A BOMB IS DEFUSED IT ADDS 2:00. ON HARD, YOU START WITH 2:00, AND EACH BOMB SUCCESSFULLY DEFUSED ADDS 1:30.

Use the glowing red joystick on the control panel. Switch off the first two Complex Cams, then turn the third Cam to the left. Shoot the guard, then aim down the hall and wait for a second guard to walk into the line o' fire. Disable the third Cam before you leave the terminal.



HARD

The third Complex Cam doesn't have a gun, so just flick through the cameras and turn them off as quickly as possible.



Grab the Temporal Uplink on the ground, press the switch to open the door (which has, in the best mad-genius tradition, an overly elaborate opening mechanism), and head outside.

There's a guard around the corner, as indicated by the Uplink. Wait for him to walk away from you, then run up behind him, take the Silenced Pistol on the ground, and blast him in the back of the head. You can also, if you're playing on Easy, just run up to the guard and beat the hell out of him, taking his Pistol when he drops.



HARD

Wait for the patrolling guard to walk away from you, follow him, and pick up the Silenced Pistol in the left corridor. Shoot the standing guard from behind, press the button to open the door, then turn and run forward. Shoot the second guard as he runs down the hallway, then go forward and shoot the third guard near the scientist.



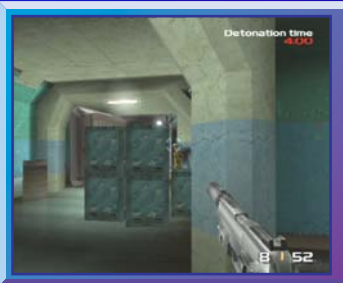
Walk straight ahead at the intersection, past the Complex Cam. Walk up to the scientist and he croaks, "I'll take care of that bomb for ya." Perhaps we can find him a throat lozenge later on in the level.

1972 Atom Smasher



Return to the intersection and turn right. Walk to the switch, use it, and go through the next door. Walk forward and cap the guard on the left side of the corridor, who's looking away from you.

Go around the corner. A guard is walking the long section of the corridor by himself. Shoot him in the back of the head. Sneak around the next corner, staying on the right side of the corridor. Shoot the guard standing behind the crates.



Walk through the blast door and turn right. There's a guard around the corner. Blast him immediately and take the Silenced Pistol X2, then press the switch to open the blast door.

NORMAL

There's a guard on the left in addition to the patroller. Cap the stationary guard, then the mover/shaker. Get them both before they shoot back, or the two guards down the hall are alerted to your presence and come charging at you.



HARD

There's a guard on the right, behind the stack of boxes, and two patrollers. Shoot the stationary guard, then whip around the corner and blast the remaining guards (including the two-Pistoled man in black) in their heads.



Walk left and around the corner to fend off three guards. Use head shots for quick kills. It's fun. Walk up to the scientist, who thanks you by defusing the bomb. (If you're playing on Normal, roughly half a dozen thugs race down the hall to attack you.)

HARD

There's a yellow thug immediately around the left corner, and a second just behind him. Scoot slightly to the right and shoot the guard on the right side of the corridor, hiding behind the crates. Move a bit more to the right and shoot the guard on the left side of the corridor (who's hopefully standing still and waiting for a head shot). There's no scientist here.



Walk down the next corridor and a guard wheels around the right-hand corner to attack. Shoot him. Now walk along the left side of the corridor, looking up and right. Shoot the sniper as soon as you see him.

NORMAL

Use the Temporal Uplink to see the scanning camera of the machine gun on the ground. Run forward when the gun is rotating away from you, then switch to the Silenced Pistol and shoot the camera out before it sweeps back and locks onto you. A guard runs down the stairs as you approach the machine gun, in addition to the stationary sniper.



HARD

Three thugs come down the stairs to attack you, not just one. Isn't that nice of the level designers?



Take the Fire Extinguisher next to the door. Turn the valve wheel. Grab the Remote Mines under the stairs. Climb the stairs to hit the checkpoint (which is quite a bit early in this level), and take the Sniper Rifle as you ascend.

NORMAL

There are two guards on the stairs, one halfway up, the other at the top. Shoot the first guard, then turn and shoot the second guard from below before he sees you.



HARD

There are no guards on the stairs but two flaming scientists, one of whom runs down the stairs at you. Put at least one of them out with the Fire Extinguisher so he can take care of the bomb. (Don't these geniuses know how to stop, drop, and roll?)



Use the Fire Extinguisher at the top of the stairs to put out the fires. Aim at the base of the flames and use short, controlled bursts to put them out. Don't get too close to the flames or you'll become the rarely requested Harry Tipper Flambé.



Snuff both fires and the door opens, revealing a sniper standing on a container. Crouch and shoot him ASAP. Walk forward and the container door falls forward, revealing a black-clad sniper inside. Shoot him and take his Soviet S47.

Immediately back out of the container and run down the curvy corridor, shooting those who would shoot you. When you reach the open container on the right side of the corridor, go inside and take the Grenades.



NORMAL

The container on the left opens as you walk down the corridor, and a guard attacks from inside. There's also a black guard around the corner. Walk into the left-hand container and take the Armor, then proceed forward.



HARD

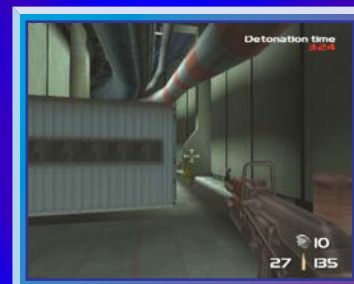
Kill the sniper, then the guard in the container, then the black guard down the hall and behind the container. Grab the S47, walk forward and shoot the guard as the container opens, then take the Armor inside. Proceed toward the Grenade container.



Walk forward until a guard pops out from the container on the right. Blast him; do the same to his friend behind the boxes on the right side of the corridor.

NORMAL

There are two thugs on the right side of the corridor and a machinegun down the corridor. Kill the thugs and take out the gun with the Rifle or a Grenade. (On Hard, there's a THIRD thug on the right side.)



Go through the two doors to the right of the red window and spin the valve wheel. Return to the corridor and walk forward to the next door on the opposite side of the corridor, and shoot the guard who attacks you from behind the container.

CAUTION

Make sure to shoot the guard before you enter the next room, or he'll shoot you from behind as you attempt to operate the Crane Camera.

1972 Atom Smasher

NORMAL

As you approach the Crane Camera room, the container behind you opens, with two guards inside. Plant Remote Mines on the door, then plant another Mine on the corner of the container from which the guard is going to attack. Blow them all when the container door starts to open.



Go through the two doors and use the control panel to look through the Crane Camera. Move the crane directly above the bomb as it moves back and forth on the platform. Press the Fire button to snatch the bomb with the power of magnetism.



NOTE

IF YOU DIDN'T TURN THE VALVE WHEEL, THIS ROOM WILL BE FILLED WITH SCALDING STEAM, AND YOU'LL BE UNABLE TO PROGRESS.

Matching the speed of the crane and the platform can be tough. Keep them aligned until the bomb is firmly attached to the crane. Now move the crane all the way to the right, over the disposal bin, and press the Fire button again to drop it. Another bomb bites the dust.



NOTE

IF YOU DON'T SNAG THE BOMB ON YOUR FIRST ATTEMPT, YOU'LL HAVE TO WAIT FOR THE RED LIGHT ON THE CRANE BEFORE TRYING AGAIN.



Return to the corridor, turn left, and proceed forward. A guard runs around the corner to attack. Bam! Use the Sniper Rifle or a Grenade to disable the machine gun on the right side of the corridor.

Move forward to a black-clad sniper standing on a container, and waste him with the Sniper Rifle. Continue ahead and shoot the guard who pops out from behind the wall on the left side of the corridor. A second guard runs at you from between the two containers. Shoot him.



Throw a Remote Mine into the space between the containers, then walk forward. When the two guards appear from behind the containers, detonate the Mine with the secondary-fire button.

NORMAL

There are no guards behind the containers. Instead, the containers open as you approach the flames, with one (Normal) or two (Hard) guards inside. Throw Remote Mines on the doors and detonate when they open.



HARD

There are two machine guns behind the containers. Use the Sniper Rifle or Grenades to take them out before you plant the Mines.



Grab the Fire Extinguisher off the wall and douse more flames to open the door. If you screwed up and blew up the Extinguishers, there are several more back down the hall.

There's a sniper on the left side of the high ledge in the next room. Be ready for him as the door slides open. Now walk forward, turn left, and snipe the sniper standing above the red-and-white pipe near the roof.



Press the button to lower the elevator. When it reaches the bottom, press the button again and move onto the elevator as it takes you upward.



CAUTION

Make sure you board the elevator quickly, or the sides fold up and you're unable to step onto it. (You're also unable to jump six inches into the air and over the sides.)



At the top, turn left and walk along the ledge. Take the Grenades and Sniper Ammo at the end where the sniper was standing and drop back to the floor.

NORMAL

There's a machine gun in the middle of the platform at the top of the elevator. Snipe its eye from below before riding up (you'll have to go way down the corridor and turn around), or lob a Grenade and nail it.



HARD

There's no stuff on the sniper ledge and no time to use the elevator. Just run forward, shooting the two snipers as you go, into the next area.



You've entered an area with several patrolling guards (four on Hard) and a sniper on the ledge above. Take out the sniper with the Sniper Rifle, then use your S47 and Mines to clear out the patrollers with haste. There's Armor inside the container on the left.



NORMAL

There's a sniper on the left ledge in addition to the other guards. Snipe him ever so sweetly before you proceed.



Go into the final container and talk to a scientist, who comes out and disarms the final bomb. If you're playing on Easy, the timer disappears. YES!!



Press the switch on the wall to open the blast door. There's a guard behind it, on the right side of the corridor. Snipe him. If you're playing on Easy, skip ahead to the next Note; the following section of stuff is for Normal/Hard players only.



Turn left and shoot the guard around the corner. Proceed forward and shoot a second patrolling guard on the walkway above you, then ascend the ramp while blasting a third guard. On Hard, there's a fourth guard on the ramp. Well-aimed head shots, my friends!



At the top of the ramp, talk to the scientist, who defuses the bomb. Throw the switch on the control panel, then go through the newly opened door.



There are two lonely guards across the way, standing in front of the doors. Hit them both with the Sniper Rifle and unite them in Hell. (Especially the guy on the left, who's already on fire!)

Drop onto the pipe on the left side and walk across to the first steaming vent. Wait for the steam to stop, then scurry across to the next vent and repeat the process.



NOTE

YOU CAN'T SHOOT THE VENTS TO DISABLE THEM. WE TRIED.



Shoot the tiny red button on the left side of the door to break the glass and activate the sprinkler system. (If you're playing on Hard, turn left and shoot the guard.) Enter the hall, where the wonderful water douses the flames, and proceed forward to a machine gun in the corner. Blast its camera and proceed into the control room.

Throw the switch on the control panel. If you're playing on Hard, this disables the laser beams and allows you to proceed down the corridor into the final area. If you're playing on Normal, well, nothing happens, but hey.



Walk out the door, take the Armor on the ledge, and drop back down to the ground. Return to the left-right intersection and turn right.



Walk down the hall toward the Armor in the corner (which, on Easy, is guarded by one unfortunate fellow). Turn left and shoot the soldier who attacks from around the corner, then take the precious Armor. If you're playing on Normal, three guards attack from around the corner.



Turn around and walk backwards into the next area. Khallos will come from around the corner and attack you with twin S47s. Charge him directly and fill him with S47 Ammo until he drops both his weapons and the Time Crystal. Snatch 'em up!



When Khallos dies, two of the purple-fire beings we've come to know and hate appear in the middle of the final area. Arm yourself with dual S47s and shoot them down, but remember that they keep regenerating.

NORMAL

It's a purple guy and a TimeSplitter instead of two purple guys, which is actually a little easier. On Hard, it's two purple guys and a TimeSplitter. You're so dead. Er, I mean, you can do it! Just keep moving and strafing.



Make your way to each of the three red switches and flick them to turn them green. (Grenades and S47 Ammo are near two of the three switches.) When all three switches are thrown, the reactor is activated and the Time Portal appears in the center of the area. Get into it!



LEVEL 8: 1920 AZTEC RUINS

Reward for Beating Level

Unlock Stone Golem

Weapons

LUGER PISTOL
CROSSBOW

VINTAGE RIFLE
GRENADE LAUNCHER

Primary Objectives

- Find the Lost Temple
- Retrieve the Time Crystal
- Defeat the Golems



At the start of the level, a speedy monkey dashes away from you and heads up the trail. While you can blast the monkey with your Luger Pistol, you're limited to the ammo you start with, and you certainly don't need to slay the tiny primate, so live and let live. (Besides, you'll get to indulge in plenty of monkey business later on.)

Follow the trail up and around to an open area, where you stumble into the midst of a monkey meeting. Once again, resist the urge to shock the monkeys (unless you're playing on Hard, in which case, shoot the monkey on the hill before he throws an exploding melon at you—no, seriously).



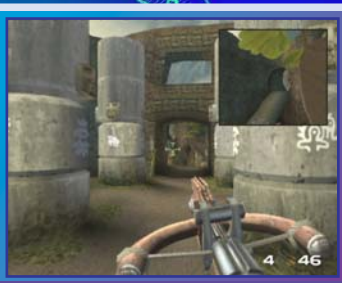
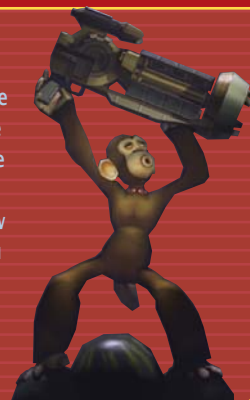
Walk into the tunnel to the left of the hill-monkey and follow it to a burning basin. Turn left to face the wall and shoot the two natives who run around the corner. Take the Crossbows they dropped and equip one immediately; this will be



your weapon for the vast majority of the level.

WEAPONS CHECK

The Crossbow can only hold four Bolts at a time, but it can fire them rapidly, and it has a powerful zoom. The Bolts are affected by gravity, so you have to aim slightly above your target (depending on the distance) to adjust for it. You can retrieve and reuse Bolts after firing them into enemies, walls, etc., so you should never run out of them. If your Crossbow is equipped, and you walk into a burning basin, you can shoot up to four fiery Bolts, especially useful against Tree Golems. You can also use flaming Bolts to burn foliage and beehives. (The fire goes out when you reload or switch to another weapon.)

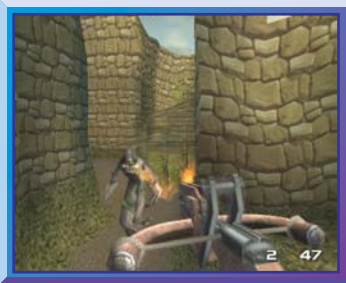


Equip the Crossbow and walk into the burning basin to light the loaded Bolt. Turn around and walk into the next area, with paths leading left and right and a fallen-log bridge connecting them. Go down the left path.

NORMAL

The burning basin has been relocated; it's now down the right path. Light up a Bolt, then shoot the beehive above the bridge and a second hive near the bridge (on Hard) — and cross it.





A Tree Golem runs around the corner to attack you. Shoot him with a flaming Bolt and he turns and runs until he collapses in a charred heap. You can also go for the head shot and the instant kill. You're not a big fan of nature, are you?

CAUTION

Flaming Bolts are the only way to kill a Tree Golem. You can't use regular Bolts or Luger bullets; they won't even slow it down.



Follow the left path around the corner and shoot the native standing in front of the door, which you can't go through just yet. Return to the basin and light up, then return to the door, turn and run down the long tunnel to the right. (On Normal, you encounter a native halfway through the tunnel.)

As you exit the tunnel, a second Tree Golem charges at you from the left. Nail it with a flaming Bolt, then go through the left opening, turn right, and shoot the beehive to light it up.



TIP

After the beehive is destroyed, the bees disperse, so keep a healthy distance until then.



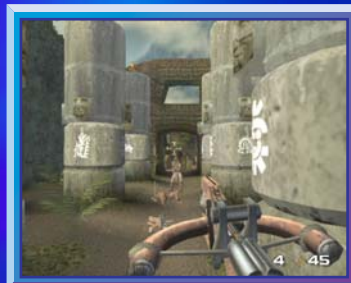
The beehive is in an area with a broken pillar and another burning basin. Light up and go down the tunnel to the right of the fractured pillar.



Climb the stairs and shoot the native who comes around the left-hand corner (Easy) or who's at the foot of the stairs (Normal), then turn to the right. You can shoot the monkeys on the ground below, or you can show mercy. It doesn't matter.

NOTE

IF YOUR GIRLFRIEND IS IN THE ROOM WHEN YOU SHOOT A MONKEY IN THE HEAD WITH A CROSSBOW BOLT, SHE'LL PROBABLY RECOIL IN TERROR AND SCREAM, "WHY DID YOU KILL THAT POOR LITTLE MONKEY, YOU SICKO?!"



Walk down the rest of the tunnel to an area with six pillars, two natives on the ground, and a monkey atop one of the pillars. The little ape throws explosive melons at you, and should be taken out with your Luger Pistol.

CAUTION

If the monkey throws a melon, immediately run away before it explodes. The monkey has superb aim, so you need to move very quickly.

NORMAL

There's a second melon-monkey on the pillar next to the tunnel exit. (There's a third monkey on Hard.) Blast him before you walk to the pillars. After offing the second monkey and the native, turn and shoot the native who attacks you from the tunnel. Several more natives will come out of the tunnel as you attempt to solve the pillar puzzle, so keep turning and checking.



To open the door at the top of the ramp, you need to rotate the symbols on the six pillars into a certain configuration. There are four symbols on each pillar, with a combination of at least one door symbol and at least two animal symbols. You want the door symbols (which look like spiky smiley faces) to face the path, and you want identical animal symbols facing each other on adjacent pillars.

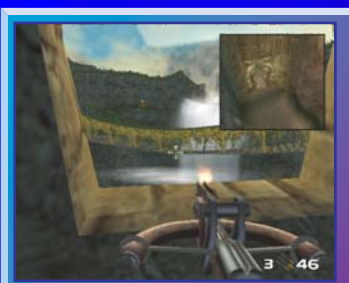
NORMAL

As shown in this screenshot, the door symbol is facing the path, and the monkey symbol is facing the monkey symbol on the adjacent pillar. Start with the first pillar in one row and proceed to the second and third, then move to the other row. Line 'em all up correctly and the door slides open, and two natives charge down the ramp to attack.



Walk forward and immediately turn left. Run up the stairs and light up at the burning basin, then shoot the beehive to burn it out, and run underneath the ramp to take the half-Armor.

Run up the ramp and follow the tunnel to a bridge. Cross the bridge and follow the tunnel on the other side to a gear. Use the gear to release the long-dam above the bridge, and open the door near the start of the level.



Shoot the watermelon-chucking monkey with your Luger Pistol before you return across the bridge. Two natives attack as you approach the other side. Take them out and turn right.

Head back to the door near where you were attacked by the first Tree Golem. You encounter several natives on the way, easily disposed of with the Crossbow. (Always go for head shots.) Walk through the door and drop into the hole to hit the checkpoint. If you're playing on Hard, turn around and shoot the native who drops in after you.



Walk forward until you're almost outside. Pick off the monkey on the right side of the archway—you can get him with a Bolt to the head, since he's so close—then walk forward into the Lost Temple and shoot the native who runs into the door to greet you.



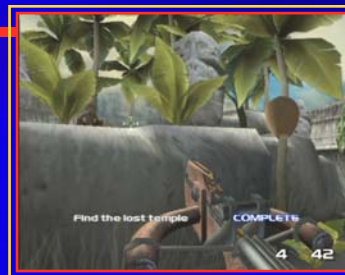
NORMAL

There's a second melon-monkey on the left side of the path. Snipe it from the archway before it tosses a green grenade your way.



HARD

There are four melon-lobbers, two on each side of the path to the Lost Temple. It's best to just run straight ahead and into the Temple before they get you.



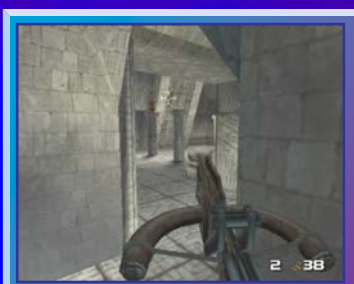
Walk around the corner and shoot the native at the top of the staircase, then walk down and try to take the Time Crystal. The pedestal sinks down a deep shaft, leaving you empty-handed. Take the Armor on the right side of the pedestal to console yourself.

NORMAL

There are two natives inside the entrance and two natives at the bottom of the staircase. Take them out with a flurry of Bolts.



Turn around and walk into the tunnel underneath the staircase. Throw the switch in the wall to open a secret door on the left side of the pedestal shaft. Return there and walk through.



Climb to the bottom of the stairs and pick off the melon-monkey with a Luger bullet, then run around the corner and take the Time Crystal.

NORMAL

A masked native attacks you as you walk down the stairs, and a second one waits about halfway down. There's no Time Crystal at the bottom of the stairs, either; Normal and Hard players have much more work to do in this level than the Easy guys.



Walk into the open area with the pillars. A Golem runs at you from the left. (On Normal, there's a melon-monkey on the pillar next to the Golem; pick him off before you approach the Golem. On Hard, there are TWO monkeys.) You can't kill the Golem with bullets or Bolts, so your objective is to drop it into one of the trapdoors built into the floor.



Walk out the door and turn left to spot a third Golem who runs directly at you. Run to the right and hit the switch, so the Golem immediately drops into the trapdoor. If you're playing on Normal or Hard, skip to the next Note; if you're playing on Easy, please read the very next 'graph.



When the third Golem croaks, the Time Portal appears, along with a TimeSplitter. Return to where you ran into Golem 3 and run forward to find the Portal. Hop into it before the TimeSplitter frizzle-fries you.



NOTE

NORMAL AND HARD PLAYERS GET A MUCH BEEFIER (AND CHALLENGING) CHUNK OF LEVEL, DESCRIBED HENCE.

Pick off the melon-monkeys on the pillars past the third Golem, then walk forward to find a fourth Golem. Try shooting it with a Bolt and standing so that he runs at you, hits the switch, and almost immediately falls through the trapdoor.



CAUTION

Make sure you don't fall through a trapdoor while you're running and dodging a Golem. It's best to avoid walking on the trapdoors at all, even if they're closed.

After you trap the first Golem, walk around the corner to find a second Golem playing in the pillars. Use the same technique to drop him into a pit. (On Hard, there's a pillar-monkey you need to take care of first.)



Walk into the tunnel that the fourth Golem was guarding to find a half-Armor. Take it if you need it, or leave it for later.



Enter the doorway in the wall and follow the straight tunnel around to a melon-monkey on a pillar. Pick him off with your Luger or Crossbow. If you approach the monkey by walking through the winding tunnel, you're more vulnerable to explosive-fruit injury.



Return outside and go through the door to the right. Follow the tunnel down to an area with three spikes in the right-hand wall. Slowly move forward until the spikes jut out to the left. Walk past the spikes as they retract into the wall. There are two more spike traps further down the tunnel.

At the end of a tunnel is a rope bridge. Run to the end of the bridge, take the Vintage Rifle and immediately equip it.



It's time for a neat little action-based puzzle. Look at the walls to the left and right of the bridge and you'll notice several stone faces. At regular intervals, one of the faces spins around to reveal a skull. After a few moments, the skull fires a projectile at you and the face rotates again, returning to its normal appearance.



Your job is to shoot each skull with the Vintage Rifle to destroy it. If you have stereo sound, listen for the grinding noise of a rotating face, and turn to face the noise. You have to get off each shot relatively quickly to avoid being shot. Zoom out after blasting a skull and wait for the next one to appear; the game counts down how many of the seven you have left.



TIP

Try to conserve at least one Vintage Rifle bullet for an upcoming encounter.

When you destroy the last face, the room shudders. Turn around and shoot the native who attacks from the tunnel as the door behind you opens, then turn again and shoot the native across the bridge. (Or wait around the corner, as he'll cross the bridge in pursuit of you.)



Cross the bridge and follow the tunnel to a stairway that leads into a flame-lit chamber. Crouch and slowly climb down the stairs until you see a native to the left. Shoot him, then back up and wait for a second native to attack from the right. Shoot him and descend the stairs into the chamber. (On Hard, the second native is usually perched on the right side of the staircase;

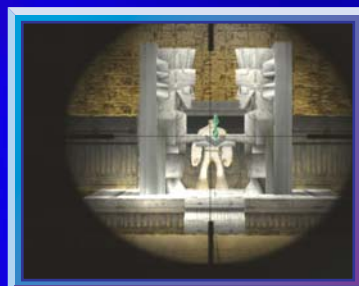


take him out with the Vintage Rifle if you have any ammo left.)



Run down the staircase; when you reach the halfway mark, a giant boulder starts rolling toward you, and a native appears at the bottom of the stairs. Pick him off with the Luger and run into the tunnel he came from, before the boulder flattens you Wile E. Coyote-style.

Follow the tunnel to a chamber with the Time Crystal in a central pedestal, being guarded by three golden Golems.



Run forward into the chamber and take the Crystal, then grab the Grenade Launcher on the floor to the left of the pedestal (as you enter). There's also a pack of Grenade Ammo tucked away on the opposite side of the chamber.

Shoot the Golems with the primary-fire mode (they're invincible to the secondary fire) and keep moving! Stand still for even a moment and they'll pound you into a soft, mealy mush. Aim true and hit 'em hard.



CAUTION

If you miss with the Launcher, make sure you aren't caught near any ricocheting Grenades. Shoot the Golems from close range and you shouldn't have any bounce-back.

When all three Golems croak, the Time Portal appears in front of the door where you entered the chamber, and two TimeSplitters appear to harass you. Run into the Portal before you're struck by thunderbolts and lightning, which are very very frightening.



LEVEL 9: 2315 ROBOT FACTORY

Reward for Beating Level

Unlock Machinist

Weapons

ELECTROTOOL
HOMING LAUNCHER
LASERGUN
PLASMA AUTORIFLE
PLASMA GRENADES
SCIFI HANDGUN

Primary Objectives

- Gain access to the inner processing area
- Locate the collect the ElectroTool
- Overload the energy nodes with electricity
- Find the factory core
- Retrieve the Time Crystal
- Defeat the Machinist



Immediately draw your Scifi Handgun and blast the two robots that come through the door to attack you. Run outside to trigger the appearance of three more robots, then turn left and run down the corridor to the laser room. Hide behind the crates and blast the robots as they enter.

NOTE

IF YOU'RE PLAYING ON NORMAL AND HARD, STICK TO THE SCIFI HANDGUN, SINCE YOU NEED TO CONSERVE YOUR PLASMA AUTORIFLE AMMO. BE ESPECIALLY TIGHT WITH PLASMA GRENADES.

HARD

A slow-moving but very powerful robot (let's call him the "giant robot") is outside the starting room, to the right. Shoot the first two robots as they attempt to enter the room, then run outside, turn left, and keep running until you reach the laser room.



The laser room has a half-dozen robots standing at attention, and a laser moving back and forth just above the floor. The robots will spring to life if you walk into the beam, and if you destroy the laser-emitting doohickey, you can't be detected—but DON'T do that.



Instead, wait behind the crates until the laser goes past you, then use the computer terminal in the corner of the room. This toggles the beam from "detection mode" into "defense mode," zapping anything which stumbles into the beam. Do this when the beam is between you and the robots, so it gets most of them.

CAUTION

If you don't destroy the half-dozen robots now, you'll have to destroy them later, after accomplishing your first objective. Better to do it now.

TP

Leave the Scifi Handguns of the fallen robots on the floor, so you can come back later and pick them up for ammo. This is especially important when playing on Hard, where every bullet counts.

Continue down the corridor next to the terminal and to a second terminal with a joystick. Walk past the terminal and down the right-hand passage to find Armor.



Use the terminal to take the controls of the Security Railbot. Press Up and Down on the left stick to make the Railbot roll along the track; use the right stick to aim the Railbot's gun. You can also zoom the Railbot's camera in and out. Aim at any of the locks on the side of the force field, and shoot the lock (from a safe distance) to destroy the barrier.

NOTE

YOU CAN ROLL THE RAILBOT ALL THE WAY BACK TO YOUR POSITION AT THE TERMINAL, AND SEE YOURSELF THROUGH A DRONE'S EYES. CREEPY.



Walk into the corridor you just opened up. Take the Plasma Grenades and throw the switch to extend a bridge elsewhere in the level. Return down the corridor and shoot the three robots that attack, in groups of one and two.

Return to the laser room and return the terminal to detection mode, then return to the corridor where you began the level. Four robots appear and attack. Run back to the laser room, toggle it to defense mode, and hide around the corner as the robots chop themselves off at the knees.



HARD

Return to the corridor where you began, then use the laser room to destroy the three robots you ran from earlier, along with the giant robot. Do the same with the second group of robots that appears.



In the next room, there's a laser cannon near the door. When you get close, the laser cannon activates itself and points at you, firing green lasers in bursts of three. Shoot the top of the laser cannon to blow it up real good, and proceed into the large area.

CAUTION

The top of the laser cannon is its only vulnerable spot; the rest of it is invulnerable to damage.

NORMAL

There are two cannons near the door, and a robot appears in the room as well. On Hard, there are two robots and two laser cannons.



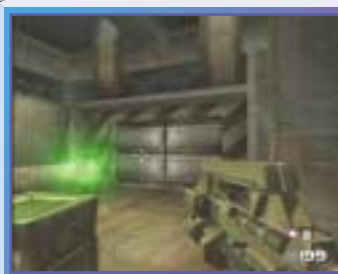
There's a suspended track above you, upon which two Railbots continuously monitor the pathway and shoot anything suspicious, such as yourself. Wait at the door for a Railbot to approach—you can hear its distinctive beeping sound—then blast it off the track. Make sure you're not close when the Railbot hits the floor, or you're damaged by the explosion.

After destroying both Railbots, bust out the Scifi Handgun and shoot the giant robot in the back with a continuous stream of fire as it plods down the walkway. You can also tag it with a Plasma Grenade, which causes it to turn and fire at you, so duck back into the corridor.



NORMAL

There are two giant robots marching down the walkway in lockstep and two laser cannons on the walkway, and two laser cannons near the door to the room with the five robots. Use two Plasma Grenades to blow up one of the robots (which should destroy the other in the explosion).



Proceed down the pathway and destroy the laser cannon (or cannons on Normal/Hard), then enter the door on the right. Destroy the robots (on Hard only), then destroy the laser cannon (or cannons on Normal/Hard) near the next door.

Five robots appear as you enter the next room, which has a ramp against the wall. Run back to the laser room and make use of its leg-amputating power, then return here and climb up the ramp.



NORMAL

Stand at the door to the room and wait for a robot to march down the ramp. Blast it with the Scifi Handgun from behind until it drops. Now walk into the room to trigger the robots.



HARD

There's a second giant robot in the alcove to the right of the base of the ramp. Move under the ramp and toss a couple of Plasma Grenades in there to blow him up. The first robot, meanwhile, sometimes stays put at the top of the ramp. Move slightly out from under the ramp and look upward to spot it. Fill it with a stream of Scifi Handgun fire to destroy it.



Follow the passage to the bridge and walk across, picking off two robots that (singly) appear ahead of you. As you near the other side, destroy the robot rolling around on the walkway below, then pick off the two Railbots on the track. Stay on the side of the bridge where the Railbots move away from you, not toward you, or they can blast you as they approach.

NORMAL

Destroy the laser cannon as you approach the bridge, then walk across. Three robots appear all at once. A second laser cannon is on the other side of the bridge. (Playing on Hard, both laser cannons turn into giant spider-like robots. Let's call them spiderbots.)



NOTE

THE SPIDERBOT MOVES RELATIVELY SLOWLY, AND SHOOTS ONE GREEN LASER AT A TIME DIRECTLY AT YOU. THE EASIEST WAYS TO DESTROY A SPIDERBOT (ESPECIALLY ON NORMAL/HARD) ARE WITH A CHARGED-UP LASERGUN BLAST OR A PLASMA GRENADE TO THE HEAD.



On the other side of the bridge, go around the corner. A hovering robot suddenly flies out of one of the pods. Back up and blast it to avoid getting caught in the explosion. (If you're playing on Hard, a second hoverbot emerges as you walk further down the corridor.)



Follow the pathway and walk down the ramp. There's Armor under the ramp, which you can take without being detected by either of the giant robots in the room. Climb back up the ramp and aim for the feet of the giant robot (above the energy node). Blast it with Scifi Handgun ammo until it drops.



The second giant robot starts marching toward the ramp when you attack the first one. Wait for it to appear below you, then destroy it with a stream of Scifi Handgun fire. Climb down the ramp and take the Laserguns.

NORMAL

Two hoverbots launch when you attack either of the giant robots. Shoot them as they come up the ramp to get you. While playing on Hard, four hoverbots attack instead of two.



WEAPONS CHECK

The Lasergun's primary-fire mode is a beam that you can fire instantly or charge up to unleash a more powerful blast. The secondary mode is a shield that deflects incoming projectiles, but this barrier quickly drains the Lasergun's limited energy supply. The Lasergun has a powerful zoom, but no aiming reticle, which is a drawback. Stick to the Plasma Autorifle for most situations.



There are two corridors in this room; go down either corridor to make your way back to the bridge room. You'll be attacked by a hoverbot in either corridor, so be ready for it.



HARD

There's a laser cannon just outside each bridge-room door. Use the Plasma Autorifle to destroy it (and so the Scifi Handgun bullets don't ricochet into you).



Once you've returned to the bridge room, head for the middle of the walkway. Destroy the laser cannon and take the Electrotool from the glowing pedestal. This causes two robots to appear, one on either side of you. Shoot 'em both and return to the previous room.



NORMAL

It's a spiderbot instead of a laser cannon; use the Lasergun to destroy it. Four robots appear (in two groups of two) instead of two.



WEAPONS CHECK

The energy-using Electrotool can't destroy robots, but it can stun them for several seconds by sending their electrical systems into spasms. Draw another weapon and blast the stunned robots while they're twitching.



Climb up the ramp and shoot the energy node (the tall spinning orange thing) with the Electrotool. The node spins faster and faster as you pump it full of juice, and eventually blows up. Four robots appear around the node immediately after the explosion, so blast them as they charge up the ramp at you. (If you're playing on Normal/Hard, there are three waves of robots instead of one.)

HARD

The node is mounted high up on the wall, so you have to disable it from the ramp. Run down the corridor that leads to the bridge and allow the robots to charge at you.



When all the robots are destroyed, a PIP appears to show a laser barrier shutting off. Walk ahead and into the corridor that was blocked off by the barrier. (While playing on Hard, watch out for an attacking hoverbot from the pods on the left.)

Position yourself beneath the tracks and pick off the Railbots as they approach you; there are two groups of two. (Shoot the Railbot on the left and the one on the right tumbles down along with it.) Take the Plasma Ammo after destroying the Railbots and proceed down the corridor.



NOTE

ON NORMAL AND HARD, THERE'S A GIANT ROBOT MARCHING DOWN THE CORRIDOR TOWARD YOU. STICK HIM WITH TWO GRENADES WHILE STRAFING, OR WAIT FOR THE ROBOT TO COME AROUND THE CORNER AND ZAP HIM WITH A CHARGED LASERGUN BEAM.



If you're playing on Easy, there's an energy node in the alcove on the left side of the corridor; playing on Normal, there's no node; playing on Hard, the node is on the wall behind the alcove. (Walk into the alcove and peek behind the pillar to see it.) The alcove is always guarded by a spiderbot.



Four robots appear near the Tool pedestal when you blow up the node (or, on Normal, when you approach the pedestal). Zap them, destroy them, and walk down the corridor to the left of the pedestal.

Stay in the corridor as you pick off the four Railbots—two on each rail—in the next room, then run forward. Several hoverbots come out of the pods on the side of the corridor to attack you. (The higher the difficulty level, the more hoverbots emerge.) Run through the door at the bottom of the room to hit the checkpoint, then turn and blast the hoverbots.



NORMAL

Use the terminal to activate the Railbot in the corridor, and destroy four Railbots on the other two rails. Now drive the Railbot forward, over the laser barrier, into a new area.



Shoot the rectangular objects around the node to deactivate the shield. The node is destroyed, and the laser barrier in the corridor is dropped. While playing on Hard, immediately log off the terminal and shoot the four robots who appear in the corridor and charge toward you.



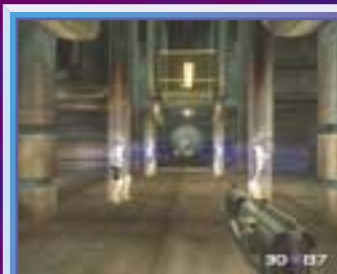
Just after the checkpoint is a Railbot terminal and a circular corridor leading around to the left. Enter the corridor and walk forward until the laser cannon activates, then use the terminal and blast the laser cannon with the Railbot. Move the Railbot forward to the next laser cannon, and park it.

Return to the corridor and walk forward to trigger a hoverbot and another cannon. Back up and blast the hoverbot, then use the terminal to fry the cannon (or just pop it with your Handgun, you lazy oaf).



NORMAL

The first cannon in the corridor is a spiderbot. A giant robot appears at the end of the corridor; run to the terminal and pick it off with the Railgun. Shoot it from behind; it can destroy the Railgun from short range. While playing on Hard, both laser cannons are spiderbots.



Walk all the way through the corridor into the next room. Four robots appear. Back up and blast the robots, but don't try using the Railbot; by the time you reach the terminal, the robots will have caught up to you. Just shoot 'em with your Scifi Handgun or Plasma Autorifle, and take the Armor under the ramp if you need it.

NORMAL

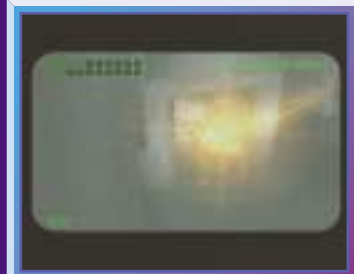
There's a giant robot in the room just after the corridor. Lead him out into the corridor and waste him with the Railgun. While playing on Hard, there are TWO giant robots to be suckered into the corridor.



TIP

You can shoot the giant robots in the legs as they approach the door, so they never actually make it INTO the corridor.

As you start to walk up the ramp, a robot appears on the catwalk. Snipe him from the base of the ramp and proceed upward. There's a spider at the top of the ramp; walk forward until it activates, then run back to the terminal. Use the Railbot to pick off the spiderbot before it reaches you. Or just use a Grenade to kill it on the ramp.



Return to the ramp room and climb up. Destroy the laser cannon in the alcove to the left (on Hard only), then use the terminal to move the energy node (which is attached to a crane) from behind the force field. Turn to face the node and destroy it with the Electrotool. A group of robots appears; blast them all, as you know you must.



Use the next terminal to move the energy node in the next room, which has three giant robots patrolling its many walkways. Peek around the corner and destroy the big 'bots with charged-up Lasergun blasts. (While playing on Normal, they drop Homing Launchers.)

NOTE

IF YOUR LASERGUN RUNS OUT OF JUICE, YOU'LL NEED TO USE PLASMA GRENADES INSTEAD—OR LURE THE GIANT ROBOTS OVER TO YOUR SIDE, HIDE AROUND THE CORNER, AND BLAST THEM WITH HANDGUN STREAMS.



Walk to the top of the ramp and turn right, then follow the ramp to the bottom. (While playing on Normal, there's a spiderbot waiting. Kill it with the Lasergun or Plasma Grenade.) Turn and take the Armor against the wall if needed. Walk up the next ramp, which leads you over the laser barriers in the middle of the room.

HARD

After taking the Armor, search under the other ramp to find a RetroRacer cart. What the heck is this?! A question to be answered at the end of this book....



There's a spiderbot at the bottom of the ramp. Destroy it and grab the Armor under the ramp if you need it, then turn around, take the Electrotool from the pedestal, and walk forward to the terminal.

NOTE

COME AND RETRIEVE ONE OF THE SPARE ARMORS BEFORE THE BOSS BATTLE. YOU MIGHT NEED TO COLLECT THEM DURING THE BIG PRE-BOSS FIREFIGHT, IF YOU'RE ALMOST DEAD.

Use the terminal to activate the transporter, which rolls under the node and eventually causes it to overload. Hide in the corridor next to the terminal, and take the Homing Launcher (Easy/Normal), but DON'T disable the force field. Instead, run back across all the ramps to the area with the two terminals. This is where you'll make your stand.



When the node explodes, several regular and giant robots appear (and continue appearing as you thin out their ranks). Your goal at this point is to destroy all the robots, which turns off the laser barrier at the top of the highest ramp.

Stay in the area near the terminals and shoot the robots as they come down the ramp after you. Pick off the giant robots with the Homing Launcher or Lasergun, and do it quickly, because they're armed with Homing Launchers themselves.



Collect Armor if you need it, then walk past the disabled laser barrier and follow the ramp down to an eerie green-lit corridor. Turn right and go through the first door, then approach the second door and IMMEDIATELY back up when it opens. You've found the core, and you've also found a monstrous boss called the Machinist.

If you wander beyond the door, all those weapons will unsurprisingly tear you to pieces. Instead, stay behind the door and shoot the middle of the Machinist. The energy bar will slowly decrease as you wear it down. Pretty simple, eh?



NORMAL

Two robots are behind the door, and when you destroy them, two more appear to take their place. Whack the robots quickly (use the Plasma Autorifle, which is what they're packing) and quickly disable the Machinist.



There are two doors on either side of the Machinist. Behind the far-left door is Plasma Ammo; behind the far-right door are Homing Launchers. Not that you need the ammo, since you're going to spend the rest of the level running for your life. While playing on Normal/Hard, these doors are open, their contents exposed to tempt you into snagging them.



Go through either of the middle doors and walk up the ramp to the walkway at the top of the room. Walk behind the Machinist and take the Time Crystal.

Taking the Time Crystal triggers the appearance of a mess of robots and Timesplitters. Immediately run down either ramp, blasting through robots as you go, and hit the Time Portal at the base of the Machinist to complete the level.



LEVEL 10: 2401 SPACE STATION

Reward for Beating Level

Unlock Berserker Splitter

Weapons

MINIGUN

PLASMA AUTORIFLE

Primary Objectives

- Activate the self-destruct sequence
- Shoot down the incoming TimeSplitter ships

- Escape from the space station

NOTE

THERE IS LITTLE STRATEGY INVOLVED IN THIS LEVEL; IT'S VIRTUALLY RUN-AND-GUN FROM START TO FINISH. PICK UP ANY AMMO YOU SEE, AND DON'T BE AFRAID OF CONSTANTLY USING YOUR PLASMA AUTORIFLE; YOU'LL FIND PLENTY OF AMMO, EVEN ON HARD.

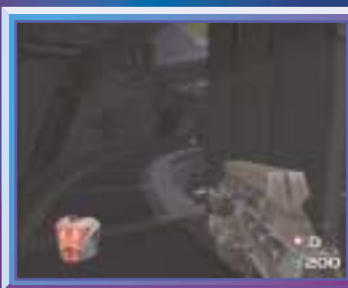


You start the level next to the Time Portal, on "Level 1" of the space station. Run forward, past the Time Crystal, and drop to the next level, which is wisely called "Level 2."

For the entirety of the level, you'll be attacked by several TimeSplitters that constantly teleport toward you. It doesn't matter how many of them you kill, as more will appear to take their place. The harder the difficulty level, the more TimeSplitters will be on your case. Keep moving and strafing to avoid their lightning-bolt blasts.



If you wait in this area for too long, or kill several TimeSplitters instead of getting down to business, a swarm of purple space bugs erupts from the Time Portal to attack you. So don't hang around—not like you have any reason to hang around in this level.



Go through either of the Level 2 blast doors and into the circular corridor, which connects to Levels 1, 2, and 3.

Run around the periphery of Level 2 and collect a half-Armor and ammo (if you're playing on Normal/Hard—there's tons of ammo on Easy). There are two Armors and two ammos, in case you're playing co-op.



Run along the corridor and stop at each of the three operating computer terminals. Activate all three terminals to begin the self-destruct sequence.



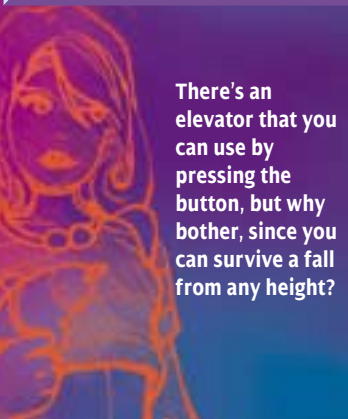
If you're playing on Easy, you have ten minutes to escape; on Normal, seven minutes; on Hard, only five minutes.



Leave the corridor and drop down to Level 3. Look for a door labeled "Hangar" (to the left of the Level 3 door) and go through it. Run down the corridor and go through the next door.



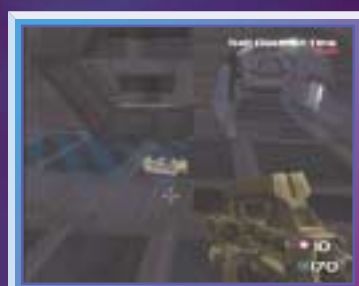
As for the half-pint critters, hit 'em before they start nibbling on your feet, which is both disgusting and very painful.



There's an elevator that you can use by pressing the button, but why bother, since you can survive a fall from any height?



Take the Plasma Autorifles on the floor as you advance forward. Don't stop moving. Especially on Hard, to stop moving is to embrace death—and death doesn't like to be hugged, because it violates his personal space.



Just drop into the elevator shaft and land on Level 4. Enjoy the ride!

NORMAL

There are several mounted machineguns in various sections of the space station. They shoot at you if they detect you. Try running underneath them to avoid being detected. Or shoot them with bullets or Plasma Grenades to destroy them. But always, always keep moving.



Turn right at the bottom and run forward into "Section 1." Take the Armor, the Plasma Grenades, and the Environment Suit from the storage closet next to the Grenades.



Turn around and run straight ahead, down the long corridor. Keep barreling forward through waves of fire-breathing monsters and little Mini-Me monsters. Take out the fire-breathers from long range, or they'll toast you where you stand.



There are several display panels in the Level 4 corridor that you can manipulate to switch between an overview of the space station and a camera shot of the hangar, where your interstellar chariot awaits.



You will eventually reach a door that doesn't automatically open as you approach it. Activate the door to open it, and walk forward into the airlock.



Turn and kill any monsters that try to follow you in. The airlock slams shut, and the opposite door opens, allowing you to walk out into the void of space. Neat!

CAUTION

Walking out into the void of space without having donned the Environment Suit is very hazardous to your health.

Run forward and you're given a new objective. Grab the Armor next to the cannon if you need it, then grab hold of the weapon and start blasting the TimeSplitter ships, which fly around in groups of three. While playing on Easy, your laser cannon has unlimited ammo; on Normal and Hard, you need to conserve your energy. A single shot can destroy a TS ship, so don't mash the trigger; use short, well-placed bursts.



NORMAL

TimeSplitters keep appearing to your left as you fire at the TS ships. Keep switching between the laser cannon and blasting the Splitters with your Plasma Autorifle, since your laser cannon energy is limited.



When you've shot down 20 ships, the objective is complete. Return to the airlock and the "safety" of the space station.



Run forward until you reach the corridor to the elevator on your left, and dash down the corridor.



Take the Armor and Minigun, then turn left and dash down the next corridor.

WEAPONS CHECK

The Minigun needs a few moments to warm up before firing, but there's a trick. Press the secondary-fire button and the Minigun constantly rotates, allowing you to fire at will. This comes at a slight cost—it's easier to overheat the Minigun—but you're virtually done with the level anyway, so who cares?



Once again, instead of waiting for the elevator, jump into the shaft and take an enormous fall. Yes, you should be dead, but be glad that you aren't.

At the bottom, walk out of the shaft and head for your sweet, sweet ship. Enter the craft to complete the level, and the game. Congratulations—you've just finished one of the toughest first-person shooters ever made.



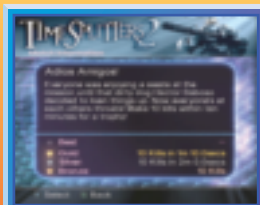
ARCADE LEAGUE

The Arcade League is divided into three difficulty levels: Amateur League (easy), Honorary League (harder), and Elite League (brutal). Each of these Leagues has five groups of three Challenges, for a total of 15 Challenges in each League. You can earn a Bronze, Silver, or Gold award for each Challenge; the requirements for each award are listed in the game's description of the Challenge. We've listed the unlockables you receive for each award below, along with brief tips for each Challenge.

ADIOS AMIGOS!

AMATEUR LEAGUE / BEGINNERS SERIES

ARENA: Mexican Mission • TYPE: Team Deathmatch



UNLOCKABLES

Bronze: Casualty (Amateur League)

Silver: Hector Baboso (Character)

Gold: Lean Molly (Character)

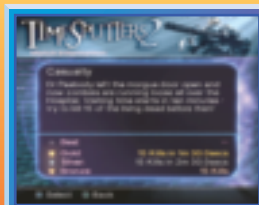
TIPS Grab the Plasma Autorifle in the courtyard and let loose with rapid-fire and Plasma Grenades. Dunk yourself in the fountain if a Flamethrowing foe gets you — but don't bother with the Flamethrower yourself, since you need quick kills.



CASUALTY

AMATEUR LEAGUE / BEGINNERS SERIES

ARENA: Hospital • TYPE: Deathmatch



UNLOCKABLES

Bronze: Top Shot (Amateur League)

Silver: Dr. Peabody (Character)

Gold: Crypt Zombie (Character)

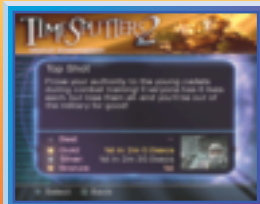
TIPS It's all about the Electrotool in this challenge — well, that and finding your enemies. Remember that when an enemy's head pops off, he isn't necessarily dead; it's not until the enemy drops his weapon that you know he's toast.



TOP SHOT

AMATEUR LEAGUE / BEGINNERS SERIES

ARENA: Hangar • TYPE: Elimination



UNLOCKABLES

Bronze: Hangar (Arcade Level)

Silver: Elimination (Arcade Mode)

Gold: Sgt. Shock (Character)

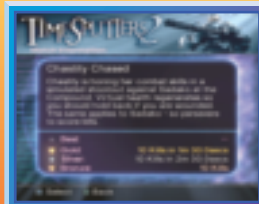
TIPS Use whatever weapons you can find in this level, since S47 ammo is hard to come by. It's fun to hang out by the planes and toss Grenades into the doors as enemies stream out to attack you, but you'll have to hunt down your foes to get the Gold.



CHASTITY CHASED

AMATEUR LEAGUE / MODE MADNESS

ARENA: Compound • TYPE: Regeneration



UNLOCKABLES

Bronze: Shrinking from the Cold (Amateur League)

Silver: Regeneration (Arcade Mode)

Gold: N/A

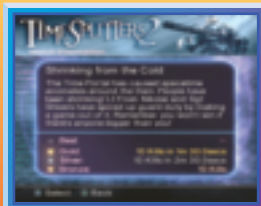
TIPS Shoot your foe with a Plasma Grenade, then shoot the Grenade for a quick kill. Use the Rocket Launcher for even swifter kills. Sadako can absorb an incredible amount of punishment from lasers, so don't bother shooting her with standard weaponry — and don't be ashamed of settling for the Silver, since you don't get anything for Gold.



SHRINKING FROM THE COLD

AMATEUR LEAGUE / MODE MADNESS

ARENA: Dam • **TYPE:** Shrink



UNLOCKABLES

Bronze: Scrap Metal (Amateur League)
Silver: Shrink (Arcade Mode)
Gold: Private Sand (Character),
 Sgt. Slate (Character)

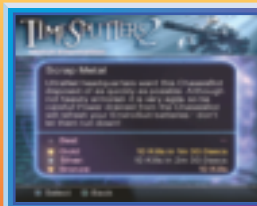
TIPS Little people are hard to hit with bullets, but that's what the Remote Mines (atop the building with the hole in the roof) are for. You can even stick Remote Mines to your foes and blow them up directly, which is extremely sadistic and strangely satisfying at the same time.



SCRAP METAL

AMATEUR LEAGUE / MODE MADNESS

ARENA: Scrapyard • **TYPE:** Vampire



UNLOCKABLES

Bronze: Scrapyard (Arcade Level)
Silver: N/A
Gold: ChassisBot (Character)

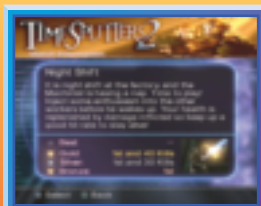
TIPS Grab the Electrotool (located near the middle of the Scrapyard) and zap the ChassisBot ASAP, then return to the middle of the Scrapyard and wait for it to respawn. If you can't tag the ChassisBot from long range with the Electrotool, you won't get the Gold.



NIGHT SHIFT

AMATEUR LEAGUE / IT'S A BLAST

ARENA: Robot Factory • **TYPE:** Leech



UNLOCKABLES

Bronze: Spoils of War (Amateur League)
Silver: Leech (Arcade Mode)
Gold: SentryBot (Character)

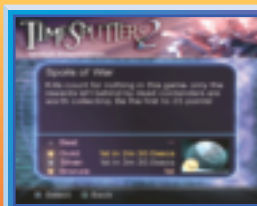
TIPS Get the Homing Launcher and climb onto the highest ramp, raining missiles down upon your foes. Or get the Rocket Launcher and run around like a crazy person, blowing up the bots in your way. Both methods are effective.



SPOILS OF WAR

AMATEUR LEAGUE / IT'S A BLAST

ARENA: Ice Station • **TYPE:** Thief



UNLOCKABLES

Bronze: Demolition Derby (Amateur League)
Silver: Thief (Arcade Mode)
Gold: Meezor Mox (Character)

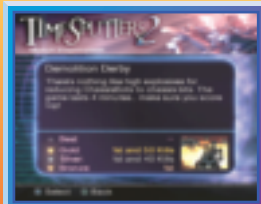
TIPS This wide-open arena doesn't lend itself well to quick kills. Grab the speed power-ups and use a Homing Launcher to scatter coins to and fro.



DEMOLITION DERBY

AMATEUR LEAGUE / IT'S A BLAST

ARENA: Scrapyard • **TYPE:** Deathmatch



UNLOCKABLES

Bronze: Robot Factory (Arcade Level)
Silver: Vampire (Arcade Mode),
 Male Trooper (Character)
Gold: Female Trooper (Character)

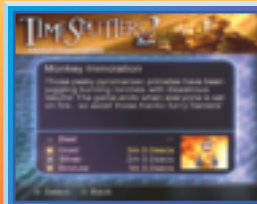
TIPS The Rocket Launcher is the only way you'll rack up enough kills for the Silver or Gold. Use the three-rocket secondary fire.



MONKEY IMMOLATION

AMATEUR LEAGUE / TOO HOT TO HANDLE

ARENA: Mexican Mission • **TYPE:** Virus



UNLOCKABLES

Bronze: Burns Department (Amateur League)
Silver: Flame Tag (Arcade Mode)
Gold: Crispin (Character)

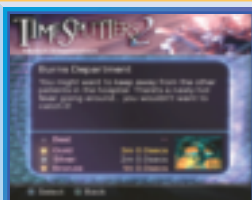
TIPS Grab the speed power-ups in the courtyard (one next to the fountain, another behind the adobe huts) and stay in the courtyard, shooting the flaming monkeys with Plasma Grenades as you constantly run away from them. You can't even see them coming in the corridors of the mission.



BURNS DEPARTMENT

AMATEUR LEAGUE / TOO HOT TO HANDLE

ARENA: Hospital • TYPE: Virus



UNLOCKABLES

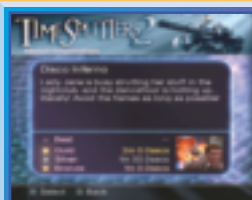
Bronze: Disco Inferno (Amateur League)
Silver: Virus (Arcade Mode)
Gold: Undead Priest (Character)

TIPS Grab a Shotgun on the high, wide ledge, where you can blast flaming zombies as they attack you from the door, and leap into the large room below if you're about to get burned. There's a chance you'll start the level on this ledge, in which case you're all set. The lack of radar makes this Challenge cruel, but not unusual.

DISCO INFERNO

AMATEUR LEAGUE / TOO HOT TO HANDLE

ARENA: Nightclub • TYPE: Virus



UNLOCKABLES

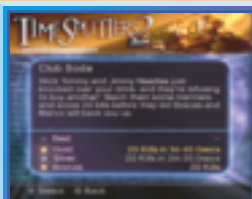
Bronze: Nightclub (Arcade Level)
Silver: Louie Bignose (Character)
Gold: Lt. Wild (Character)

TIPS Get a Tommy Gun or Shotgun and hole up in the bedroom at the top of the staircase. Watch the radar and gun down anyone who runs up the staircase and through the door to attack you.

CLUB SODA

AMATEUR LEAGUE / TEAM SERIES A

ARENA: Nightclub • TYPE: Team Deathmatch



UNLOCKABLES

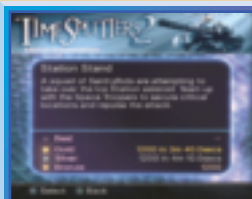
Bronze: Station Stand (Amateur League)
Silver: Slick Tommy (Character)
Gold: Jimmy Needles (Character)

TIPS You're red, they're blue; grab the Shotgun X2 from the bedroom and unleash the boom.

STATION STAND

AMATEUR LEAGUE / TEAM SERIES A

ARENA: Ice Station • TYPE: Zones



UNLOCKABLES

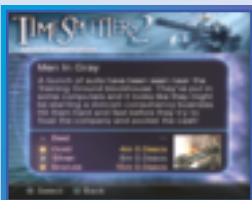
Bronze: Men in Gray (Amateur League)
Silver: Zones (Arcade Mode)
Gold: Lt. Shade (Character)

TIPS Choose a few Zones and keep running between them, changing them to red when needed and blasting any blue bot that's running toward them. We prefer to guard the above-ground Zones, as it's quicker to run between them because of the speed power-ups in the snow.

MEN IN GRAY

AMATEUR LEAGUE / TEAM SERIES A

ARENA: Training Ground • TYPE: Assault



UNLOCKABLES

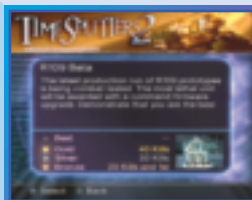
Bronze: Honorary League
Silver: Assault (Arcade Mode)
Gold: Accountant (Character), Lawyer (Character)

TIPS 1. Seize the middle ground. Charge up the path to the canyon waterfall, destroying all of the auto-targeting machineguns you encounter. (The auto-guns are the most challenging aspect of the Assault mode; get rid of them and your task is made MUCH easier.) 2. Destroy the Enemy Fuel Drums. There are six drums to find: two in front of the enemy fortress, a third barrel inside the left-hand bunker, a fourth behind the middle bunker, a fifth behind the right-hand bunker, and a sixth atop the right-hand bunker. 3. Disable Enemy Computers. Infiltrate the enemy fortress and destroy both the upper and lower sections of all the computers against the wall. Shoot them with a swath of Plasma Grenades (there's a Plasma Autorifle in an outside bunker) for swift destruction. If an upper or lower section of a computer isn't black, you haven't destroyed it yet.

RIO9 BETA

HONORARY LEAGUE / MAXIMUS

ARENA: Ice Station • TYPE: Gladiator



UNLOCKABLES

Bronze: Killer Queen (Honorary League)
Silver: Gladiator (Arcade Mode)
Gold: Lt. Chill (Character)

TIPS Here's how this mode works: you gotta kill the current gladiator (the glowing robot, indicated by a blue dot on the radar), then kill the other robots while you possess the gladiatorial power. Only the kills scored while you're the gladiator count as points.

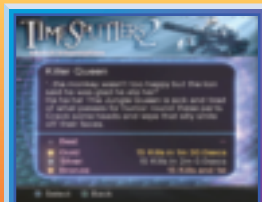
KILLER QUEEN

HONORARY LEAGUE / MAXIMUS

COLD CORPSE CAPER

HONORARY LEAGUE / MAXIMUS

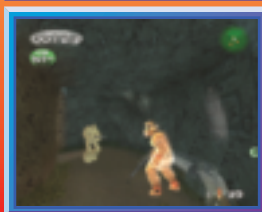
ARENA: Aztec Ruins • **TYPE:** Gladiator



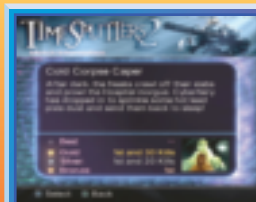
UNLOCKABLES

Bronze: Cold Corpse Caper
(Honorary League)
Silver: Leo Krupps (Character)
Gold: N/A

TIPS Your enemies tend to run away from you in this Challenge, so you have to hunt them down. Don't bother trying to kill the Stone Golem unless he's the gladiator, in which case you might just want to restart. Go for the natives, who are the easiest kills.



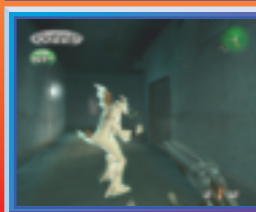
ARENA: Hospital • **TYPE:** Gladiator



UNLOCKABLES

Bronze: Ufopia (Arcade Level)
Silver: Gargoyle (Character)
Gold: Cyberfairy (Character)

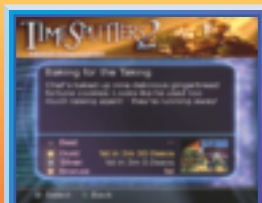
TIPS The gargoyles are bloody hard to kill, but the Crypt zombies aren't too bad, so focus your efforts on them. Get the Grenade Launcher for the best chance at 30 kills in three minutes (yeah, right!); your Silenced Lugers are useless, and the Tommy Gun isn't much better.



BAKING FOR THE TAKING

HONORARY LEAGUE / ELIMINATION SERIES

ARENA: Chinese • **TYPE:** Elimination



UNLOCKABLES

Bronze: Brace Yourself (Honorary League)
Silver: Gingerbread Man (Character)
Gold: Chinese Chef (Character)

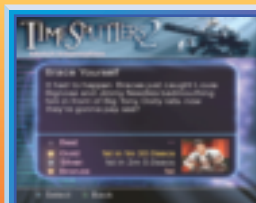
TIPS Nine psychotic gingerbread men running around with Miniguns? Not good! Keep running, gunning, and picking up Armor at every opportunity. (You can also hang out in the kitchen and let the life-size cookies come to you, but you'll only get a Bronze for your sluggish time.)



BRACE YOURSELF

HONORARY LEAGUE / ELIMINATION SERIES

ARENA: Nightclub • **TYPE:** Elimination



UNLOCKABLES

Bronze: Starship Whoopers (Honorary League)
Silver: Braces (Character)
Gold: Trooper Brown (Character)

TIPS After the previous Challenge, this one's blessedly simple by comparison. Your two opponents can be killed with handguns almost as easily as with the Shotgun, so concentrate on finding them and blasting them ASAP.



STARSHIP WHOOPERS

HONORARY LEAGUE / ELIMINATION SERIES

ARENA: Scrapyard • **TYPE:** Monkey Assistant



UNLOCKABLES

Bronze: Chinese (Arcade Level)
Silver: Monkey Assistant (Arcade Mode)
Gold: Trooper Black (Character)

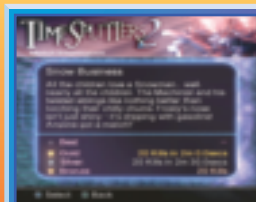
TIPS You don't score kills for offing the adorable primates, only for your three non-simian foes. Avoid the monkey-lovin' opponent (who's a mass of dots on the radar) and go for the unassisted opponents.



SNOW BUSINESS

HONORARY LEAGUE / BURNS EN' BANGS

ARENA: Ice Station • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Chinese Burns (Honorary League)
Silver: Snowman (Character)
Gold: Trooper Grey (Character)

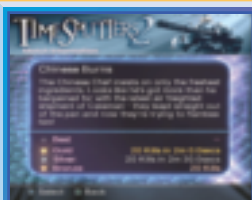
TIPS All the action in this Challenge takes place above ground, so don't bother exploring the tunnels. Hold down your Flamethrower's primary-fire button before you reach a snowman so that you toast him before he toasts you.



CHINESE BURNS

HONORARY LEAGUE / BURNS 'N BANGS

ARENA: Chinese • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Rocket Man (Honorary League)
Silver: Calamari (Character)
Gold: N/A

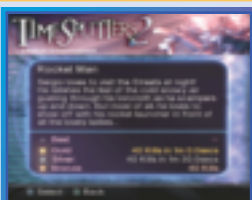
TIPS "Killed by Calamari," this mode will tell you about a million times, which is indeed a rotten way to go; I think I'd prefer any other sort of demise to death by squid. Grab a Flamethrower and a speed power-up (in the kitchen, behind the table), and start cooking. Don't be afraid to croak early and often; your goal is to light up as many of those buggers as you can. If you're burning, run into nearby calamari to set them on fire, too.



ROCKET MAN

HONORARY LEAGUE / BURNS 'N BANGS

ARENA: Streets • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: N/A
Silver: Venus Starr
Gold: Capt. Sand

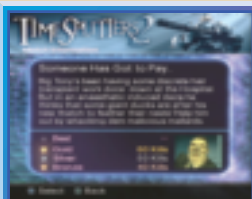
TIPS Armor and Health are on the street level, along with most of your foes, so you can't stay in the buildings if you expect to get so much as a Bronze.



SOMEONE HAS GOT TO PAY...

HONORARY LEAGUE / OUTNUMBERED BUT NEVER OUTPUNNED

ARENA: Hospital • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Time to Split (Honorary League)
Silver: Duckman Drake (Character)
Gold: Capt. Night (Character)

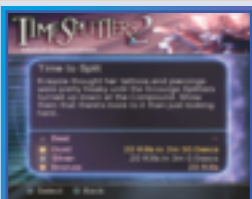
TIPS The Ducks will come to you in this challenge, so grab a Shotgun X2 and wait in a dead-end area, blasting the Ducks as they assault you. It's gonna be close, but you can get 60 in three minutes this way.



TIME TO SPLIT

HONORARY LEAGUE / OUTNUMBERED BUT NEVER OUTPUNNED

ARENA: Compound • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Can't Handle This (Honorary League)
Silver: Barby Gimp (Character)
Gold: Scourge Splitter (Character)

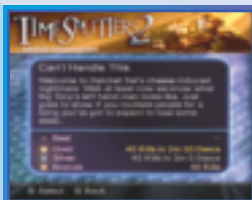
TIPS 20 kills against a team of Scourge Splitters?! Man, the designers of this game just straight-up hate you. There's no way you'll ever get Gold. EVER. If you send me an e-mail claiming you did, I know you're a liar, and I'll turn your name over to the Torture Division of the Gaming Police. Anyhoo. Your "best" bet is to run up the rusted-metal ramp and the long, straight stairway on the left. There's a Machinegun X2 and Health inside; use the former to blast the heads off the SS as they run into the room. Good luck. You will very much need it.



CAN'T HANDLE THIS

HONORARY LEAGUE / OUTNUMBERED BUT NEVER OUTPUNNED

ARENA: Nightclub • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Chasm (Arcade Level)
Silver: Hatchet Sal (Character)
Gold: Handyman (Character)

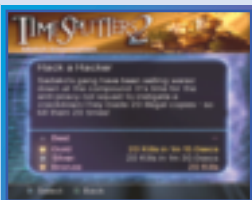
TIPS We like to grab the Tommy Gun X2 at the entrance to the Nightclub and let the handymen come to us, but you'll have to hunt them down if you want the Gold — and they tend to slap you around.



HACK A HACKER

HONORARY LEAGUE / TEAM SERIES B

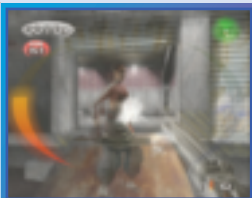
ARENA: Compound • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Rice Cracker Rush (Honorary League)
Silver: Milkbaby (Character)
Gold: Krayola (Character)

TIPS This is a nice, fun romp through the compound, with a Gold that can be obtained by mere mortals. Run around and blast the hackers with your Shotgun, won't you?



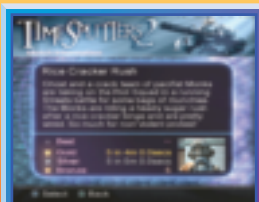
RICE CRACKER RUSH

HONORARY LEAGUE / TEAM SERIES B

SUPERFLY LADY

HONORARY LEAGUE / TEAM SERIES B

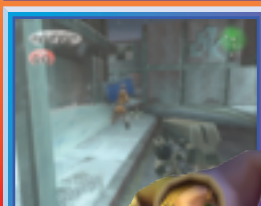
ARENA: Streets • **TYPE:** Capture the Bag



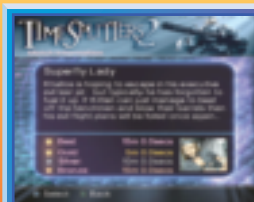
UNLOCKABLES

Bronze: Superfly Lady (Honorary League)
Silver: Riot Officer (Character)
Gold: The Master (Character)

TIPS Grab the invisibility power-up as you head for the enemy bag, then grab the Armor in the next alcove and run through the shortcut. Grab an Plasma Autorifle (for Grenades) or Minigun to defend yourself. Gold can be gotten relatively easily.



ARENA: Hangar • **TYPE:** Assault



UNLOCKABLES

Bronze: Elite League, Hangar (Assault Level)
Silver: N/A
Gold: Capt. Pain

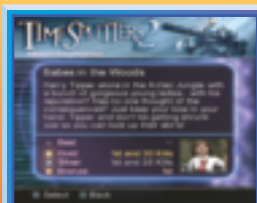
TIPS 1. Access Loading Area. Not much here: run straight ahead, go through the door labeled 2, and blast the auto-aiming guns while running forward. Take out only the Miniguns that are directly in your path. 2. Open the hangar door. Run up the stairs and press the button on the left side of the balcony. 3. Destroy the fuel supplies. There are three fuel barrels, one behind each of the wheels of the plane in the hangar.



BABES IN THE WOODS

ELITE LEAGUE / ONE SHOT THILLS

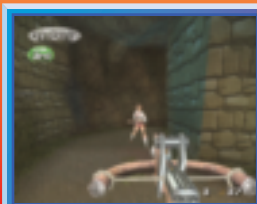
ARENA: Aztec Jungle • **TYPE:** Shrink



UNLOCKABLES

Bronze: Double Bill (Elite League)
Silver: Jo-Beth Casey (Character)
Gold: N/A

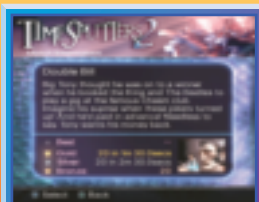
TIPS This first Elite League challenge ably demonstrates why this is called the Elite League. 30 kills in three minutes, fighting an army of tiny chicks who NEVER miss? Ha! Ha, I type! Basically, if you don't hit a Jo-Beth the nanosecond you see her, she'll stick an arrow in your forehead. Hang out in a heavy-traffic area (the broken-pillar intersection with the invisibility power-up is a good choice) and let fly. Don't forget that you're in a one-hit kill game, so if you encounter a Jo-Beth and you're bowless, punch her instead.



DOUBLE BILL

ELITE LEAGUE / ONE SHOT THILLS

ARENA: Chasm • **TYPE:** Thief



UNLOCKABLES

Bronze: Nikki Jinki Bricky (Elite League)
Silver: Beetleman (Character)
Gold: The Impersonator (Character)

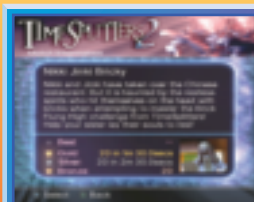
TIPS Run back and forth across one of the bridges and blast Beetlemen as they try to cross it. Once again, we've selected a heavy-traffic area. Remember that when you're lacking a 12-Gauge, you still have the power of the punch.



NIKKI JINKI BRICKY

ELITE LEAGUE / ONE SHOT THILLS

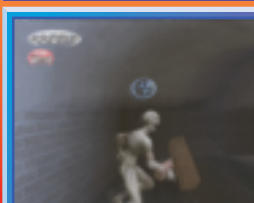
ARENA: Chinese • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: N/A
Silver: Nikki (Character)
Gold: Jinki (Character)

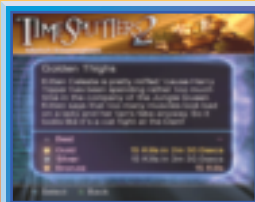
TIPS The secondary-fire button throws the Brick much farther than the primary-fire button; use the former for long-range, the latter for short-range.



GOLDEN THIGHS

ELITE LEAGUE / DUEL MEANING

ARENA: Dam • **TYPE:** Deathmatch



UNLOCKABLES

Bronze: If I'm Ugly — You Smell!

(Elite League)

Silver: Aztec Warrior (Character)

Gold: High Priest (Character)

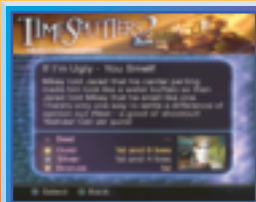
TIPS We like to grab the Remote Mines and use them as projectile weapons, sticking them to the Queen and blowing her up with extreme prejudice. It's either Remote Mines or Grenades for this challenge, since she's essentially invulnerable to bullets. Get the Armor out of the hut with the plank leaning against it and charge up the stairs for the Remote Mines. The Queen likes to fetch the S47 out of the northeast hut, so watch for her to make a move. (She also occasionally gets stuck in the hut with the Health.)



IF I'M UGLY - YOU SMELL!

ELITE LEAGUE / DUEL MEANING

ARENA: Site • **TYPE:** Deathmatch



UNLOCKABLES

Bronze: Golem Guru

Silver: Mikey Two-guns

Gold: Jared Slim

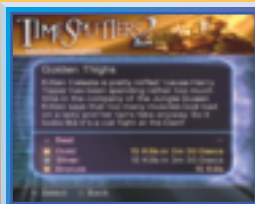
TIPS Climb to the third story of the girders and leap down to grab the Homing Launcher; search between the three piles of bricks for the Armor; walk into the corner nearest the girders for a Rocket Launcher; go into the red building for a Grenade Launcher. Keep topping off your Health and Armor as you use the various Launchers to wear down the Golem, and keep moving. Stay as far away from the Golem as you possibly can.



GOLEM GURU

ELITE LEAGUE / DUEL MEANING

ARENA: Site • **TYPE:** Deathmatch



UNLOCKABLES

Bronze: N/A

Silver: Kypriss (Character)

Gold: N/A

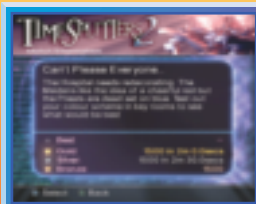
TIPS Climb to the third story of the girders and leap down to grab the Homing Launcher; search between the three piles of bricks for the Armor; walk into the corner nearest the girders for a Rocket Launcher; go into the red building for a Grenade Launcher. Keep topping off your Health and Armor as you use the various Launchers to wear down the Golem, and keep moving. Stay as far away from the Golem as you possibly can.



CAN'T PLEASE EVERYONE...

ELITE LEAGUE / FRANTIC SERIES

ARENA: Hospital • **TYPE:** Zones



UNLOCKABLES

Bronze: Hangar Hat's Off! (Elite League)

Silver: Maiden (Character)

Gold: Changeling (Character)

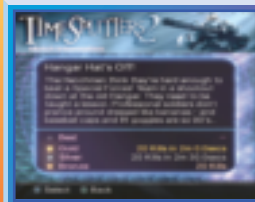
TIPS Grab a Grenade Launcher (there's one under a staircase, and another in a dark corner, near the upstairs Zone) and patrol a couple of Zones (if you crave the Silver and Gold), or simply guard one of them (if you just want the Bronze). Getting 1,500 points in five minutes will take a miracle...but miracles happen every day.



HANGAR HAT'S OFF!

ELITE LEAGUE / FRANTIC SERIES

ARENA: Hangar • **TYPE:** Team Deathmatch



UNLOCKABLES

Bronze: Big Top Blowout (Elite Series)

Silver: Henchman (Character)

Gold: Dark Henchman (Character)

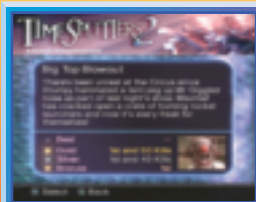
TIPS After the previous challenge, which was startlingly hard, this is startlingly easy. Shoot the yellow-suited foolios with great haste — we prefer the good old S47 — to score the Gold on your first attempt, as we did.



BIG TOP BLOWOUT

ELITE LEAGUE / FRANTIC SERIES

ARENA: Circus • **TYPE:** Deathmatch



UNLOCKABLES

Bronze: N/A

Silver: Mr. Giggles (Character)

Gold: Stumpy (Character)

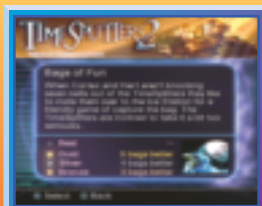
TIPS Finishing in first is easy; finishing with 40 (!) or 50 (!!) kills is not. Stay in and around the big top, where most of the characters seem to hang. The Homing Launchers work better in the wide-open space of the tent than the tight corridors leading in and out of it.



BAGS OF FUN

ELITE LEAGUE / TEAM SERIES C

ARENA: Ice Station • TYPE: Capture the Bag



UNLOCKABLES

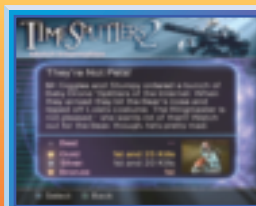
Bronze: They're Not Pets! (Elite League)
Silver: N/A
Gold: Ringmistress (Character)

TIPS You need to win by at least three bags to score a medal. Leave the fortress through the door facing the bridge (with the green light over it), run left or right to take the speed power-up in the snow, then sprint for the TimeSplitters' bag on the bridge. Don't stop to shoot — just run. If your bag is captured while you have theirs, tag the returning Splitter with Plasma Grenades to kill him, then secure your own bag. Our best score is 9-0, but you can surely do better. (Not much, though!)

THEY'RE NOT PETS!

ELITE LEAGUE / TEAM SERIES C

ARENA: Circus • TYPE: Team Deathmatch



UNLOCKABLES

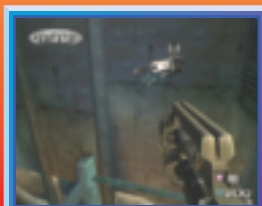
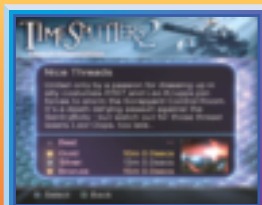
Bronze: Nice Threads (Elite League)
Silver: Baby Drone (Character)
Gold: Bear (Character)

TIPS Steer clear of the big bad Bear and focus your efforts on the adorable Baby Drones. Stick 'em up with Plasma Grenades and watch 'em fly. This is a fairly easy challenge, and you can score Gold on your first try, since you only need 25 kills.

NICE THREADS

ELITE LEAGUE / TEAM SERIES C

ARENA: Scrapyard • TYPE: Assault



UNLOCKABLES

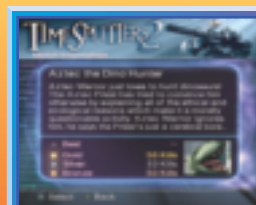
Bronze: Scrapyard (Assault Level)
Silver: N/A
Gold: N/A

TIPS 1. Breach Airlock. Pick off the automated Laserguns on the left side of the Scrapyard, including the two above the door. There are also two Miniguns inside the door; use a Plasma Grenade to destroy them. Grab the Armor and Autorifle just inside the door, then go forward and turn left at the ramp to breach the airlock. 2. Secure Cooling Towers. Make your way downward, destroying the automated guns. When you reach the large catwalk, turn left and run down the corridor to secure the Tower. 3. Seize Control Room. Follow the corridor to a yellow room, then enter the passage on the opposite side, which leads to the Control Room. (The Room is on the right; don't miss the turn or you'll backtrack to a room you ran through earlier.) As always with Assault missions, make the automatic guns your highest priority.

AZTEC THE DINO HUNTER

ELITE LEAGUE / SINCEREST FORM OF FLATTERY

ARENA: Aztec Jungle • TYPE: Team Deathmatch



UNLOCKABLES

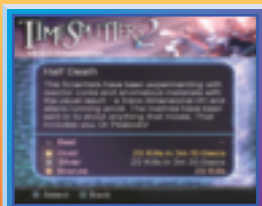
Bronze: Half Death (Elite League)
Silver: Dinosaur (Character)
Gold: N/A

TIPS In this loving homage to the first-person shooter Turok: Dinosaur Hunter, get into a heavy-traffic area (the broken-pillar intersection is good) and unleash your arrows on the dino-riffic hordes. You should get Silver or Gold on your first attempt.

HALF DEATH

ELITE LEAGUE / SINCEREST FORM OF FLATTERY

ARENA: Hangar • TYPE: Team Deathmatch



UNLOCKABLES

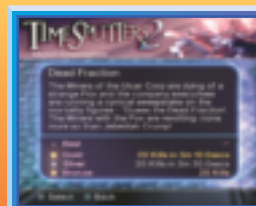
Bronze: Dead Fraction (Elite League)
Silver: Drone Splitter (Character)
Gold: N/A

TIPS In this loving homage to the first-person shooter Half-Life, grab the Plasma Autorifle in front of the airplane's front wheel and stick your foes with Plasma Grenades, then grab the Armor from between the rear wheels when you're feeling down. Stay in the Hangar and let the cannon fodder come to you through the doors. No sweat!

DEAD FRACTION

ELITE LEAGUE / SINCEREST FORM OF FLATTERY

ARENA: Chasm • TYPE: Team Deathmatch



UNLOCKABLES

Bronze: N/A
Silver: Jebediah Crump (Character)
Gold: N/A

TIPS Because you had too much fun playing the other two levels, the designers were compelled to make you frustrated and angry again — hence, this very difficult homage to the first-person shooter Red Faction. You're going to lose by a score of 20 to 10-15, and you're going to lose over and over again until you start to cry. One of the bridges has a Rocket Launcher, which you'll want to make use of. You'll also want to stay in a heavy-traffic area, like near a bridge. But you'll sooner get a date with a supermodel than get a Gold on this challenge.

ARCADE CUSTOM

Arcade Custom allows one to four players to engage in multiplayer action, with 16 stages (most of which must be unlocked by playing through Arcade League) and 16 gameplay types (again, most of which have to be unlocked via Arcade League). Your first choice after picking Arcade Custom is deciding upon a difficulty: Chilled (Easy), Normal, or Frantic (Hard). After that, you choose one of up to 16 game modes.

MODES

Deathmatch: The classic form of multiplayer gameplay. Set a limit for the number of Kills to be made. The first one to reach the limit is the winner. In this mode, finding the best weapon is a must.

Team Deathmatch: Similar to Deathmatch, except you're playing nice with someone else. Always go after the weakest human or AI opponent on the other team, because he or she needs to be tormented.

Capture the Bag: In this game mode, you're trying to capture the other team's Bag(s) and return them to your home base. At the same time, you have to make sure that the other teams don't have your Bag in their possession, or you won't be able to score points. Coordinating your efforts with your teammates is vital, especially when you're deciding whether to charge the enemy base (if you're behind) or guard your own base (if you're ahead).

Bag Tag: The combatant that keeps the Bag in his or her possession the longest is the winner. This game mode is a free-for-all where you need to follow the gunfire to find out who's carrying the Bag. A fine strategy is to grab the Bag, then run as fast as you can to a "safe" room with a single entrance. Now you can pick off enemies one at a time as they attempt to claim the Bag. (If you've turned off the Bag Carrier Can Shoot option, however, your only strategy is to run like hell.)

Elimination: Deathmatch, except that each player can only die a certain number of times before being knocked out.

Shrink: The worse you're doing, the smaller you become, making it harder for your foes to keep killing you. This mode is an amusing way of handicapping the game without actually using the Handicaps feature.

Vampire: A strange variation of Elimination in which you have an ever-decreasing life bar which is totally unrelated to your normal Health Gauge, and which can only be refilled by scoring kills. When the bar hits empty, you lose a life. Lose all your lives and you're out of the game. This mode obviously encourages aggressive play, since you'll surely croak if you hide from the other players.

Thief: When an opponent dies, he leaves behind a coin; you have to grab the coin to score a point. You don't need to kill someone to claim his or her coin, however; if another player shoots yet another player, you can swoop in and claim the coin for yourself. This mode encourages close-up fighting, since snipers will often have their coins stolen before they can run forward to claim them.

Flame Tag: In this silly little mode, the object is to avoid being tagged by any flaming foes. If you ARE touched, you need to tag someone else to pass along the flames. The person who's been on fire for the least amount of time at the end of the round is the winner. If you die in this mode while you're on fire, you're still ablaze when you respawn; tagging is the only way to purge yourself.

If you're the guy on fire, find a speed power-up, go after the weakest player in the game, and move unpredictably to prevent him from ditching you. If you're running from the guy on fire, don't be afraid to defend yourself with weapons, although running (especially with the speed power-up) is your best defense.

Virus: A fatal variation of Flame Tag in which you can't purge yourself of flame; once you're tagged, you're "out," although you can still light other players on fire. The last player left unscorched is the winner.

Regeneration: Your Health Gauge quickly refills after you take damage, so don't be afraid to run away and lick your wounds if you're in any trouble.

Leech: Health is gained by inflicting damage on other contenders. Like you're not trying to kill them already, but hey.

Zones: In this mode, several circles, called Zones, are placed in the current level. (The Zones are always placed in the same location.) When you walk onto a Zone, it's illuminated with the color of your team. Every 10 seconds, the game checks all the Zones, and awards your team 10 points for every Zone in its possession. For example, if you're playing a level with 4 Zones, and all 4 are your team's color, you receive 40 points every 10 seconds. The team with the most points when time runs out is the winner. This mode leads to some interesting strategy and on-the-fly decisions. Do you guard a single Zone? Do you run from Zone to Zone, constantly changing them to your team's color? The choice is yours.

Assault: Capture the enemy base. This is a very cool mode in which your objective is to storm an enemy base and accomplish a series of three tasks. You're given an unlimited number of lives with which to complete the Assault; it's the clock you're trying to beat. When you accomplish a task, you trigger a checkpoint, and will respawn at a point near your next task. There are three Assault levels, each one filled with enemies and auto-aiming machine guns. The enemies will keep coming in an endless wave, but you can disable the machine guns to make your task much easier. There are three Assault levels, and you can find tips for each in the Arcade League section.

Gladiator: One player is the Gladiator, as indicated by his shimmery color, washed-out first-person view, and distinctively colored dot on the Display Radar. Your kills only count as points when you're the Gladiator. In contrast to most of the game's other play modes, which try to strike a balance between players of varying skill levels, Gladiator favors the best players, and is thus recommended for experts only.

Monkey Assistant: Everyone loves monkeys, and surely everyone will love this mode, in which the last-place guy automatically receives simian aid.

LEVELS

After choosing a mode, you choose from one of up to 16 levels. (Not every level can be used in every game mode, and not every level is immediately accessible; you have to earn most of them in the Arcade League mode.) For each of the 16 selections, we've listed how to unlock it, what game modes are available for it, and where to find most of the Armor, Health, and best weapons in it. (We used the Conventional weapon set and determined the locations of the Rocket Launcher in each level.)

MEXICAN MISSION



HOW TO UNLOCK

Unlocked by default.

GAME MODES

All except Assault.

ARMOR

#1 (Full): On the roof directly above the entrance to the courtyard.

#2 (Half): To the right of Armor #1, also up on the roof.

#3 (Full): Down the stairs across from Best Weapon #2, in an alcove on the right.

HEALTH

#1: Behind the adobe hut at the end of the courtyard.

#2: Near the sunlit square (with the four clay pots) in the middle of the Mission. Look for the torch-lit stairway leading into the bowels of the Mission.

BEST WEAPON

#1: Deep in the bowels of the Mission. Look for a dark corridor with an extinguished door and a hanging pot next to it.



ICE STATION



HOW TO UNLOCK

Unlocked by default.

GAME MODES

All except Assault.

ARMOR

None. The Ice Station is a harsh mistress.

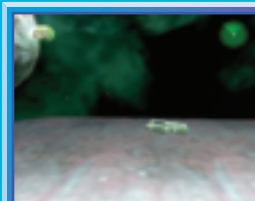
HEALTH

None.

BEST WEAPON

#1: At the end of the steel bridge.

#2: On the highest floor of the central complex.



HOSPITAL



HOW TO UNLOCK

Unlocked by default.

GAME MODES

All except Capture the Bag and Assault.

ARMOR

#1: At the foot of the cross in the large chamber.

#2: Walk out the door of the upstairs bedroom (the one WITHOUT a bedframe against the wall), then turn left to find it in the hallway.

HEALTH

#1: In a central room, near three glass cabinets.

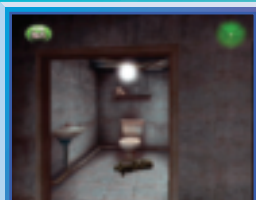
#2: Down the tunnel to the right of the cross in the large chamber, under the stairs.

#3: In the corner of the upstairs room with the decrepit beds.

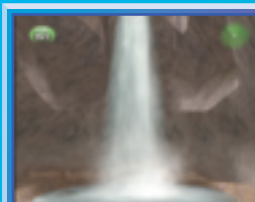
BEST WEAPON

#1: In the final bathroom stall in the bathroom/shower area.

#2: On the balcony at the top of the long stairway (with Health #2 under it) in the operating room.



TRAINING GROUND



HOW TO UNLOCK

Unlocked by default.

GAME MODES

All of them.

ARMOR, HEALTH, AND BEST WEAPON

Seeing as how this is the Training Ground, all three of these items are very liberally scattered around. Check the round bunkers for weapons, and check near them for Armor and Health. You'll also find plenty of offensive and defensive items scattered along the ground between the two bases.



AZTEC



HOW TO UNLOCK

Unlocked by default.

GAME MODES

All except Capture the Bag and Assault.

ARMOR

#1: In a dark alcove near the clearing with the log bridge.

#2: At the end of the tunnel across the rope bridge.



HEALTH

#1: Across from the entrance to the area of six stone pillars.

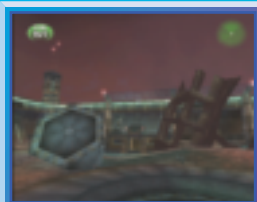
#2: Around the corner from the alcove with Best Weapon #1, just behind the broken pillar.



BEST WEAPON

#1: On the log bridge.

SCRAPYARD



HOW TO UNLOCK

Earn a Bronze in Amateur League / Mode Madness / Scrap Metal.

GAME MODES

All except Capture the Bag.

ARMOR AND HEALTH

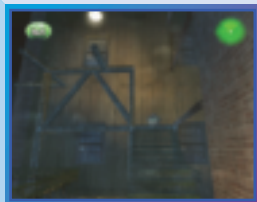
None. This is survival of the smartest!



BEST WEAPON

#1: In the center of the Scrapyard.

NIGHTCLUB



HOW TO UNLOCK

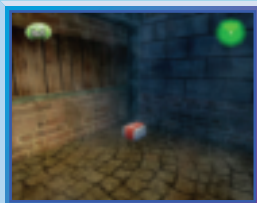
Earn a Bronze in Amateur League / Mode Madness / Scrap Metal.

GAME MODES

All except Capture the Bag.

ARMOR AND HEALTH

None. This is survival of the smartest!



BEST WEAPON

#1: In the center of the Scrapyard.



HANGAR



HOW TO UNLOCK

Earn a Bronze in Amateur League / Beginners Series / Top Shot.

GAME MODES

Every last one of them.

ARMOR

#1: Between the rear tires of the airplane in the Hangar.

#2: Behind the container in the room with the conveyor belts (numbered "1" and "2").

#3: Upstairs and behind the container near the hole.



HEALTH

#1: In a corner of the very large room with the oddly shaped containers.

#2: Upstairs and to the left, behind the stack of odd containers.



BEST WEAPON

#1: Upstairs and to the left, on the far-right side of the balcony overlooking the Hangar floor.

#2: In either far corner of the Hangar itself. Send us a postcard while you're out there.

ROBOT FACTORY



HOW TO UNLOCK

Earn a Bronze in Amateur League / It's a Blast / Demolition Derby.

GAME MODES

All except Capture the Bag and Assault.

ARMOR AND HEALTH

There ain't none—which makes more sense than, say, an armor-wearing robot. That would be like wearing someone else's skin on top of your own, and we frown upon serial-killer behaviors.

BEST WEAPON

- #1: On the catwalk in the room with the flickering yellow force-field.
- #2: Across the highest catwalk in the room and inside the green door.



UFOPIA



HOW TO UNLOCK

Earn a Bronze in Honorary League / Maximus / Cold Corpse Caper.

GAME MODES

All except Capture the Bag and Assault.

ARMOR

- #1: Just inside the door near the shadow of the giant satellite dish.
- #2: At the end of a corridor leading away from the glowing yellow coil.



HEALTH

- #1: Follow the corridor down from the satellite dish to Best Weapon #2, then turn left twice to find it.

BEST WEAPON

- #1: At the top of the level, inside the control room. Look for the orange-lit corridors.



CHINESE



HOW TO UNLOCK

Earn a Bronze in Honorary League / Elimination Series / Starship Whoopers.

GAME MODES

All except Capture the Bag and Assault.

ARMOR

- #1: In the dining room to the left of the entrance with the gong, next to the window.
- #2: In the dining room to the right of the entrance with the gong, also next to the window.
- #3: From the kitchen, walk out the door next to the pan on the stove, then turn left into the tunnel. The Armor is at the end.

HEALTH

- #1: Next to the stone structure in the garden.
- #2: In the bathroom stall near the dining room with Armor #2. Go down the stairs and straight ahead into the bathroom.

BEST WEAPON

- #1: On the bridge in the garden.
- #2: In the dining room closest to the entrance, next to the window.



CHASM



HOW TO UNLOCK

Earn a Bronze in Honorary League / Outnumbered but Never Outpunned / Can't Handle This.

GAME MODES

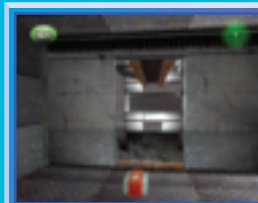
All except Capture the Bag and Assault.

ARMOR

- #1: Cross the second-highest bridge to the side with the blue tunnel. Turn left and drop into the room with the Armor.

HEALTH

- #1: Two rooms away from the lowest bridge across the Chasm. Don't fall out the window as you grab it!
- #2: Cross the second-highest bridge to the side with the blue tunnel. Enter the tunnel and follow it to the Health.



BEST WEAPON

- #1: At the top of a series of ramps within one side of the Chasm. (Walk across the lowest bridge to the side with the non-blue tunnel. Follow the tunnel up two ramps and turn left.)
- #2: In the center of the second-highest bridge across the Chasm.



STREETS



HOW TO UNLOCK

Complete Story mode on Normal difficulty.

GAME MODES

All except Assault.



ARMOR

#1: In an alcove surrounded by three concrete poles in the sidewalk.

HEALTH

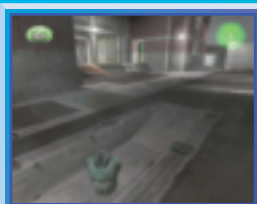
#1: In the alcove at one end of the Streets, below the "P" sign.

BEST WEAPON

#1: In the middle of the Streets, near the overpass.



COMPOUND

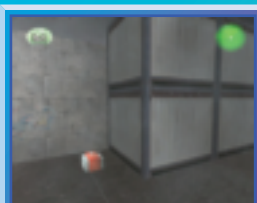


HOW TO UNLOCK

Complete Story mode on Normal difficulty.

GAME MODES

All except Capture the Bag and Assault.



ARMOR

#1: In the divot to the left of the Compound entrance.
#2: Up the rusted ramp and to the right, through the green corridor.

HEALTH

#1: In a corner to the right of the Compound entrance.
#2: In the concrete bunker to the left of the Compound.
#3: Climb the stairs next to Armor #2.
#4: Up the rusted ramp and up the stairs to the left.

BEST WEAPON

#1: Directly across from the rusted ramp of the Compound, against the wall.
#2: Up the rusted ramp and up the stairs to the left.



SILE



HOW TO UNLOCK

Complete a certain number of Arcade League challenges.

GAME MODES

All except Capture the Bag and Assault.



ARMOR

#1: Between the three pallets of bricks.

HEALTH

#1: Inside the central building.
#2: At one end of the network of pipes, at the high end of a pipe-spanning sheet of concrete.
#3: In a corner, behind a brick-capped pipe.
#4: On a pile of concrete near the central building.
#5: In the corner of the framework of girders.

BEST WEAPON

#1: Climb to the highest ledge in the framework of girders and jump down to collect the weapon on the girder below. You can also walk across the girder to grab the weapon, but that's trickier.



CIRCUS

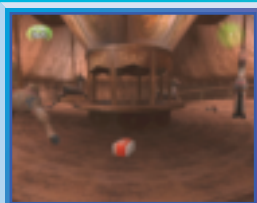


HOW TO UNLOCK

Earn a Bronze in Challenge / Monkeying Around / Dam Bursters.

GAME MODES

All except Capture the Bag and Assault.



ARMOR

#1: In an alcove across from the entrance to the merry-go-round tent.
#2: Atop a platform in the tent across from the merry-go-round tent.
#3: Beneath the bleachers next to one of the entrances into the big top.

HEALTH

#1: On the merry-go-round.
#2: Atop one of the corridors leading into the central area of the big top.
#3: At the top of one of the bleacher ramps under the big top.

BEST WEAPON

#1: Inside the center of the merry-go-round.
#2: In the middle of the big top.



OPTIONS

After choosing a level, you're presented with an options screen. Here are most of the potential options you can expect to see:

Score Limit: None, 3, 5, 10, 20, 50, or 100 points.

Score Method: Kills-Suicides (kill yourself and you lose a point), Kills-Losses (get killed and you lose a point), and Kills (you don't lose points when you croak).

Time Limit: None, 2 minutes, 5 minutes, 10 minutes, 15 minutes, 30 minutes, and 1 hour.

Bagcarrier Can Shoot: No or Yes. In the Bag Tag mode, allows you to determine whether or not the guy with the Bag can defend himself.

Teamplay: No or Yes. In certain modes, allows you to play as teams instead of individuals. There is no "I" in "team"!

Friendly Fire Damage: Yes or No. When it's Yes, you take damage from the weapons of teammates. When it's No, you don't.

One Shot Kill: No or Yes. I have a strong suspicion you can figure out what this one means.

Always Start with Gun: Yes or No. When it's Yes, you always have a weapon when you respawn. When it's No, you're defenseless when you respawn, and have to find a weapon ASAP.

Display Radar: Yes or No. When it's No, you can't see your opponents in the current level, adding the "fog of war" to the action—and also making it much easier to hide from your opponents, if you so desire.

Handicaps: No or Yes. When it's Yes, you can select your skill level. The higher the skill level, the less damage protection you receive.

Character Abilities: Yes or No. When it's No, you can alter Bot settings to make them more or less skilled than their default.

Powerups: Yes or No. When it's No, the various power-ups (invisibility, speed, et cetera) don't appear during gameplay.

Music: Allows you to choose your musical accompaniment during gameplay. Among the many tracks to choose from are all the songs from the original *TimeSplitters*.

Weapon Set: Allows you to choose one of nine weapon sets, or create up to five customized weapon sets of your very own. (Descriptions of the various weapons are coming up shortly.)

Bot Set: Allows you to choose one of ten Bot sets, play without Bots, or create up to five customized Bot sets. (Not that you can possibly top the Lovely Ladies set, but go ahead and try.)

WEAPONS

The following weapons can be found within the game, and are available to you when creating a Custom set of weapons.

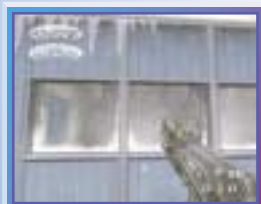


CHALLENGE

The Challenge mode is where you show off all the “mad skillz” (Do the kids even say that anymore? I doubt it.) you’ve learned in the Story and Arcade modes. There are 21 Challenges, divided into seven groups of three each. You can earn a Bronze, Silver, or Gold award for each Challenge; the requirements for each award are listed in the game’s description of the Challenge. We’ve listed the unlockables you receive for each award below, along with brief tips for each Challenge.

GLASS SMASH / PANE IN THE NECK

ARENA: Dam • **WEAPON:** Soviet S47



UNLOCKABLES

Bronze: Bricking It (Challenge Set 1)
Silver: N/A
Gold: N/A

TIPS Charge up the stairs and strafe left and around the corner, shooting two grenades into the middle windows of both three-pane rows. (These take out four panes each, including the door glass, that leaves you with 15 to go.) Strafe around the fence and strafe left. Shoot the glass of the open door (don’t get caught by the ricocheting grenade!) and strafe left around the corner. Shoot a grenade into the middle of the three-pane row (10 left) and strafe left around the corner. Shoot upward into the three-pane row and strafe up the stairs. Turn left at the top, and blast a final grenade through the door’s glass to destroy seven panes at once (the door’s glass and the six panes on the opposite side). If you’re really slick, you can shoot a grenade into the upper-middle window at the start of the Challenge, whittling your time down to under 15 seconds.

GLASS SMASH / BRICKING IT

ARENA: Dam • **WEAPON:** Brick



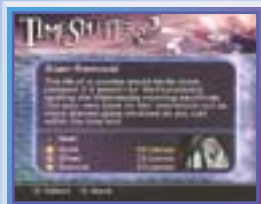
UNLOCKABLES

Bronze: Stain Removal (Glass Smash)
Silver: Brick (Arcade Weapon)
Gold: N/A

TIPS Charge up the stairs and strafe left and around the corner. Throw bricks into the three-pane row, starting on the right and ending on the left. Aim the second throw so it also breaks through the door’s glass. Strafe left and repeat the process with the second row. Strafe left around the corner and brick-break the glass in the open door. Strafe left around the corner and break the three-pane row (don’t forget the Door-smashing second throw!). Run straight down the path, then turn around and strafe right, breaking the three-pane row. Strafe right around the corner and break the three-pane row as you ascend the stairs. Break the door’s glass at the top, run forward, and smash the final three windows.

GLASS SMASH / STAIN REMOVAL

ARENA: Notre Dame • **WEAPON:** Grenade Launcher



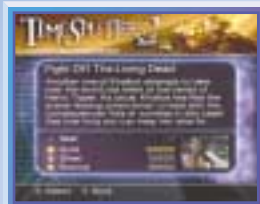
UNLOCKABLES

Bronze: New Challenge Set
Silver: Hunchback (Character)
Gold: N/A

TIPS The Grenade Launcher’s secondary fire flies straighter and farther than the primary-fire mode, so use it. Immediately aim upward and destroy the first three panes from right to left, then turn left and strafe to the right. Aim upward and blast the high windows, starting with the center and working your way to the right. There’s a tricky long shot to hit a faraway pane down the center of the cathedral; make this one and the rest is gravy. When you finish on this side, you’ll have destroyed 18 panes. Quickly run to the other side of the walkway, turn around, and start strafing left. The final group of seven panes is hard to make out (it’s not stained), but you should be able to finish with five seconds to spare.

BEHEAD THE UNDEAD / FIGHT OFF THE LIVING DEAD

ARENA: Compound • **WEAPON:** Shotgun



UNLOCKABLES

Bronze: Day of the Dammed (Behead the Undead)
Silver: Sewer Zombie (Character)
Gold: N/A

TIPS You can’t leave the room in which you start this Challenge; if you stumble through one of the doors, you’re given three seconds to return to the starting room or you automatically lose. A Shotgun appears in the center of the room at regular intervals, but you still need to be careful with your ammo; it’s very possible to run out of shells and have to dodge the zombies until the next Shotgun appears. (In fact, it’s usually lack of ammo in the later waves, with their hordes of zombies, that ends the game for you.) Zombies come at you from the rusted ramp and both doors on the side of the room. Each attack wave starts from the side doors and ends from the ramp, but most of each wave attack from all three at once. You score 75 points for blasting a zombie’s head off, and 25 points for blasting a limb. If you get through an entire wave without being hit, you receive a “Perfect” bonus that adds 1,000 points to your score for that wave. Use the entire room to move around in, trying to get the zombies lined up for multiple decaps with a single blast. You can also stand at the top of the ramp to blast the zombies before they even enter the room. Surviving to Wave 9 or 10 should get you 20,000 points and the Gold.

BEHEAD THE UNDEAD / DAY OF THE DAMMED

ARENA: Dam • **WEAPON:** None (!)



UNLOCKABLES

Bronze: Sergio's Last Stand (Behead the Undead)
Silver: Feeder Zombie (Character)
Gold: N/A

TIPS Once again, you're pinned in a room, with a three-second grace period if you stumble out of it. (Try not to walk through the glass and suffer unnecessary damage; allow the zombies to break it for you, or punch through it.) Zombies come at you from all directions in this Challenge; you earn 100 points for each head you punch off, and 25 points for each limb you knock off. Turn off the Auto Lookahead and look slightly upward, which makes your punches much more likely to decap zombies. Your punches can land from much farther away than you might think, so don't get right up in the zombies' faces. As the attack waves get larger, the zombies will often knock each others' heads off while taking swings at you. Circle around them and allow them to thin themselves out. Don't be afraid to dash out of the room for a second or two at a time, either. Finally, notice that you automatically alternate between left and right punches. Position yourself so that a zombie is slightly to your left before you throw a left punch, then make sure a zombie is slightly to the right before you throw a right punch, etc. The left/right factor is the most important in this Challenge; you'll be amazed at how much your scores improve.

BEHEAD THE UNDEAD / SERGIO'S LAST STAND

ARENA: Circus • **WEAPON:** Tactical 12-Gauge



UNLOCKABLES

Bronze: New Challenge Set
Silver: Sergio (Character)
Gold: N/A

TIPS Tactical Shotguns regularly appear in the middle of the ring, and Fire Extinguishers regularly appear next to the tentpoles (although the three-second rule goes into effect when you go to grab them). While you can kill the zombies with Fire Extinguisher blasts, you don't get any points for it; only 12-Gauge decaps are score-worthy. If you're lit up by a zombie, aim the Fire Extinguisher straight down and squirt 'til you've put yourself out.

INFILTRATION / SILENT BUT DEADLY

ARENA: Dam • **WEAPONS:** Sniper Rifle, Silenced Pistol, Timed Mine



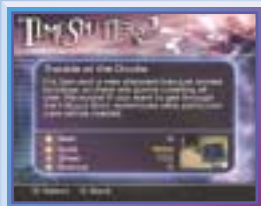
UNLOCKABLES

Bronze: Trouble at the Docks (Challenge)
Silver: Viking Hat (Cheat) / Silly Hats (Cheat Mode)
Gold: N/A

TIPS Refer to our Story walkthrough of 1990 Siberia for the scoop on this one. After sniping all four soldiers from the starting point, walk into the compound and take the Timed Mines out of the storage room on the right (which is locked in Story mode, but not in this Challenge). Shoot the guard in the next building as he stares out at the rocks. Climb up and press the button to open the security door, plant a Timed Mine on the Dish to blow it up, and enter the dam to complete the Challenge with 1,000 sweet points.

INFILTRATION / TROUBLE AT THE DOCKS

ARENA: Chicago • **WEAPON:** Silenced Luger



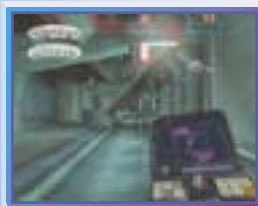
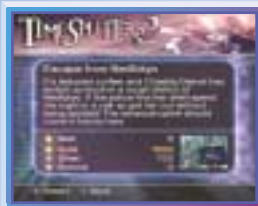
UNLOCKABLES

Bronze: Escape from NeoTokyo (Challenge)
Silver: Pirate Hat (Cheat)
Gold: N/A

TIPS Once again, refer to our Story walkthrough of 1932 Chicago for additional info. At the start of the level, immediately run around the corner and drop off the walkway to the boat below. Run up behind the thug and blast him before he walks to the other side of the boat. Now walk to the other side of the boat and shoot the second thug as he walks away from you. Climb the stairs and shoot the patrolling thug and thug in the window, then look downward and shoot the second thug. Wait for the third thug to walk under the stairs and blast him. Run downstairs and out to the street. You should be able to finish with over two minutes left and 1000 points.

INFILTRATION / ESCAPE FROM NEOTOKYO

ARENA: NeoTokyo • **WEAPON:** None



UNLOCKABLES

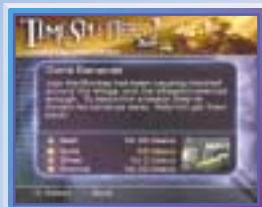
Bronze: New Challenge Set
Silver: Big Ears Hat (Cheat)
Gold: N/A

TIPS The goal of this strange little Challenge is to make it all the way down the street without being detected by cameras, using the Temporal Uplink to see where you're headed. Run straight ahead and around the first two cameras. Pause behind the second camera and wait for camera 3 to start sweeping away from you, then run across the street (but not so fast that camera 3 catches you) and crash through the glass. Wait for the cops to drive on by, then immediately run down the street and into the alcove underneath the next camera. Wait for the next camera to sweep away from you, then run down the street and stop before the sweep range of the final camera. Sneak underneath it and walk forward to finish with 1000 points and the Gold.



BANANA CHOMP / GONE BANANAS

ARENA: Aztec • **WEAPON:** None



UNLOCKABLES

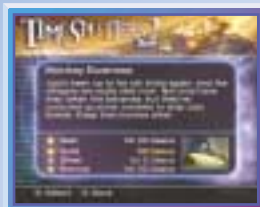
Bronze: Monkey Business (Challenge)
Silver: Private Coal (Character)
Gold: N/A

TIPS The first and most important rule in the Banana Chomp Challenge is that you can only refer to your Temporal Uplink when moving around. You can't keep turning and running forward to collect every banana; it slows you down way too much to get anything more than a Bronze. Use the left stick to move forward, backward, left and right, and watch the Uplink instead of the screen. Leave the right stick alone. At the start of the Challenge, immediately run forward (up on the Uplink) and start gathering, tracing the most efficient path. To get a time of 55 seconds or less, you'll need to move with absolute precision: Always moving, never backtracking to grab bananas you missed, and never getting hung up on anything. The trickiest part of the Challenge is the area with the ramp and the stairs; in that section, strafe left up the ramp, then strafe right and up the stairs, run forward, and run left to drop to the ground again.



BANANA CHOMP / MONKEY BUSINESS

ARENA: Aztec • **WEAPON:** None



UNLOCKABLES

Bronze: Playing With Fire (Challenge)
Silver: Private Poorly (Character)
Gold: N/A

TIPS This is the same as the previous Challenge, except that zombies have been added to the mix. Follow the same path as you did before, running past and around zombies instead of running away from them (if you want the Gold, anyway). You should lose the pack of zombies near the end of the Challenge. Believe it not, this one's slightly easier than the previous one, thanks to the extra few seconds you're given.



BANANA CHOMP / PLAYING WITH FIRE

ARENA: Aztec • **WEAPON:** None



UNLOCKABLES

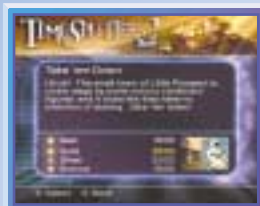
Bronze: New Challenge Set
Silver: Wood Golem
Gold: N/A

TIPS Run up and right for bananas 1-2. Run up and right for 3-4. (Ignore the ramp.) Run right for 5-7 (in a column of three), then 8-9. Run up and around the tunnel for 10-13. Turn right at 13 and grab 14-18, then go down after 18. Grab 19-22 as you move down and left, then go up and left for 23-24. Oh, and do all this without making a single mistake and without stopping once.



CUT-OUT SHOOT-OUT / TAKE 'EM DOWN

ARENA: Wild West • **WEAPON:** Garrett Revolver



UNLOCKABLES

Bronze: Fall Out (Challenge)
Silver: Ample Sally (Character)
Gold: N/A

TIPS After spending the entire Story mode getting in the habit of head shots, this Challenge is tough, because you have to shoot the cut-outs in the middle for maximum points. You earn 100 points for a bulls-eye shot, 75 or 50 for less accurate shots, and 25 for a shot that barely hits the target. When in doubt, aim for a cut-out's crotch; these shots are invariably worth 100 points. Don't worry TOO much about the timer; it's more important to focus on each shot and score 75 or 100 points. The distant cut-out at the start of the Challenge disappears after a few moments, but you can take all the time you need with the others. Don't shoot the "innocent" cut-outs, by the way—it's minus 100 points for every fatal blooper you make.



CUT-OUT SHOOT-OUT / FALL OUT

ARENA: Chicago • **WEAPON:** Luger Pistol



UNLOCKABLES

Bronze: Pick Yer Piece (Challenge)
Silver: Marco the Snitch (Character)
Gold: N/A

TIPS For this Challenge, it doesn't matter where you shoot each cut-out, which appears when you walk onto a nearby "trigger point"; you always receive 100 points. The key is to QUICKLY shoot the cut-out, before you start losing points (which melt away one at a time). The longer it takes you to blast the cut-out, the more points you lose. Most of the cut-outs appear simultaneously with a good guy and a bad guy, so you need to memorize what appears where. The trickiest part of the Challenge is triggering the last two cut-outs just before the finish. Walk along the left side of the car to trigger the first, then walk along the right side for the second. (There are two earlier areas where you need to walk around both sides of an object to trigger two cut-outs.) Shoot all 17 cut-outs without losing a single point to earn the Gold.



CUT-OUT SHOOT-OUT / PICK YER PIECE

ARENA: Compound • **WEAPON:** Shotgun



UNLOCKABLES

Bronze: New Challenge Set
Silver: Sgt. Rock
Gold: N/A

TIPS This is a nice, straightforward shooting gallery. Pick a weapon and have at it. The Sniper Rifle is too cumbersome for the speedy cut-outs, so try the Pistol or the Tommy Gun. Crotch shots are 100 points, so aim true!



TIMESPLITTERS 'STORY' CLASSIC / HIT ME BABY ONE MORE TIME

ARENA: Hospital • **WEAPON:** Shotgun



UNLOCKABLES

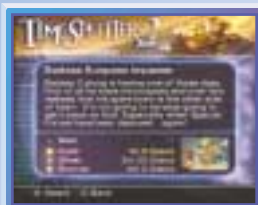
Bronze: Badass Buspass Impasse (Challenge)
Silver: The Cropolite (Character)
Gold: N/A

TIPS The original TimeSplitters was very, VERY difficult; legend has it that Sony's own play-testing department couldn't beat the game on Hard. This series of three Challenges is very much in that tradition. You need to be a god of gaming to earn so much as a Bronze; achieve a Gold and I'll give you all \$3.27 of my book royalties, because you deserve them more than I do. The bag is located on the high balcony overlooking the cross; grab it, jump down, and run back to the starting point, as TimeSplitters and Undead Priests by the dozen besiege you. Learn your way around the hospital in Arcade mode, but don't expect that to help you much; this Challenge is custom-built to make you weep.



TIMESPLITTERS 'STORY' CLASSIC / BADASS BUSPASS IMPASSE

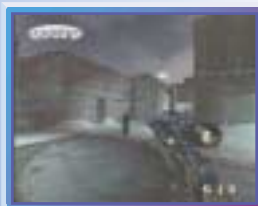
ARENA: Streets • **WEAPON:** Sniper Rifle



UNLOCKABLES

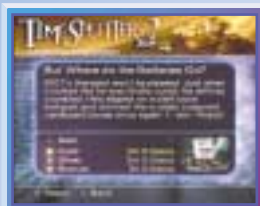
Bronze: But Where do the Batteries Go? (Challenge)
Silver: Badass Cyborg (Character)
Gold: N/A

TIPS If you can beat this mission in a minute or less, you don't need this guide—you need to be WRITING guides. Use the Sniper Rifle to take out your enemies, and explore the buildings on either side of the road for extra weaponry. (Not that you can take the time to TAKE said weaponry if you want to beat the level in under 1:00.) Grab the bag and run like hell back to the starting point.



TIMESPLITTERS 'STORY' CLASSIC / BUT WHERE DO THE BATTERIES GO?

ARENA: Scrapyard • **WEAPON:** Plasma Autorifle



UNLOCKABLES

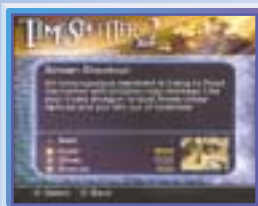
Bronze: New Challenge Set
Silver: R One-oh-Seven (Character)
Gold: N/A

TIPS This is somewhat like the Assault mode, except you only have one life (!!!). Charge into the base and take the bag, then run back out to the Scrapyard. Sounds easy, except it's so laughably, insanely, ridiculously difficult that you'll be lucky to survive for three minutes, let alone complete the Challenge in three.



MONKEYING AROUND / SIMIAN SHOOTOUT

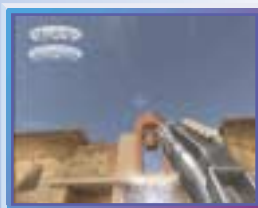
ARENA: Mexican Mission • **WEAPON:** Tactical 12-Gauge



UNLOCKABLES

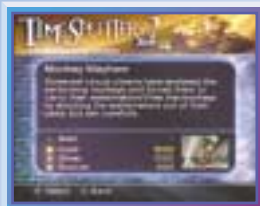
Bronze: Monkey Mayhem (Challenge)
Silver: Insect Mutant (Character)
Gold: N/A

TIPS Turn off the Auto Lookahead and prepare for a round of skeet-shooting—except you're shooting monkeys instead of skeet. The key to high scores is to rack up Monkey Combos by rapidly shooting one monkey after another. (This is more easily done with the two-blast secondary fire.) The monkeys come in different patterns every time, so it all comes down to precise aim and timing.



MONKEYING AROUND / MONKEY MAYHEM

ARENA: Circus • **WEAPON:** Vintage Rifle



UNLOCKABLES

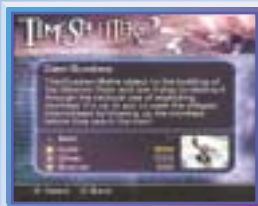
Bronze: Dam Bursters (Challenge)
Silver: Mischief (Character)
Gold: Lola Veruska (Character)

TIPS Shoot the melons, NOT the monkeys, and keep the Rifle at minimum zoom. You get 50 points for each melon, and lose 75 for hitting a monkey. The Gold is 1600 points, which means, um... (whips out calculator) you need to hit 32 melons in 2:30, or roughly one every five seconds. As with the previous Challenge, you score Monkey Combos by shooting two or more melons in rapid succession. If you're really cool, you should let several melon-monkeys crowd the arena, then pick off the fruit one after another. You can (barely) achieve Gold without any Monkey Combos, however.



MONKEYING AROUND / DAM BURSTERS

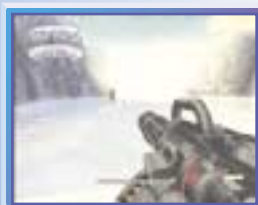
ARENA: Dam • **WEAPON:** Minigun



UNLOCKABLES

Bronze: Circus (Arcade Level)
Silver: Robofish (Character)
Gold: N/A

TIPS And here we are, the final Challenge. There, there, don't cry—I'm sure Free Radical is already hard at work on TimeSplitters 3. Turn on the secondary-fire of the Minigun so you can shoot without delay, and strafe back and forth to blast the bouncing primates. Some of the monkeys bounce harmlessly over the dam, but others slam into it, which deducts points from your score. Once again, Monkey Combos are in effect. Ignore the high-bouncing monkeys and focus on the low-flyers and the skidders. Breaking even is quite an accomplishment, let alone scoring 1,000 points, but that's how many you need to unlock Robofish. If you've made it this far, however, surely you believe in yourself—and if you believe, you can achieve. Or something like that. Now go shoot bouncing monkeys like the monkey-shooting stud that you are!



MAPS

SIBERIA



Chicago

FINISH



START

NOÛVE DAME



RETURN TO PLANET X



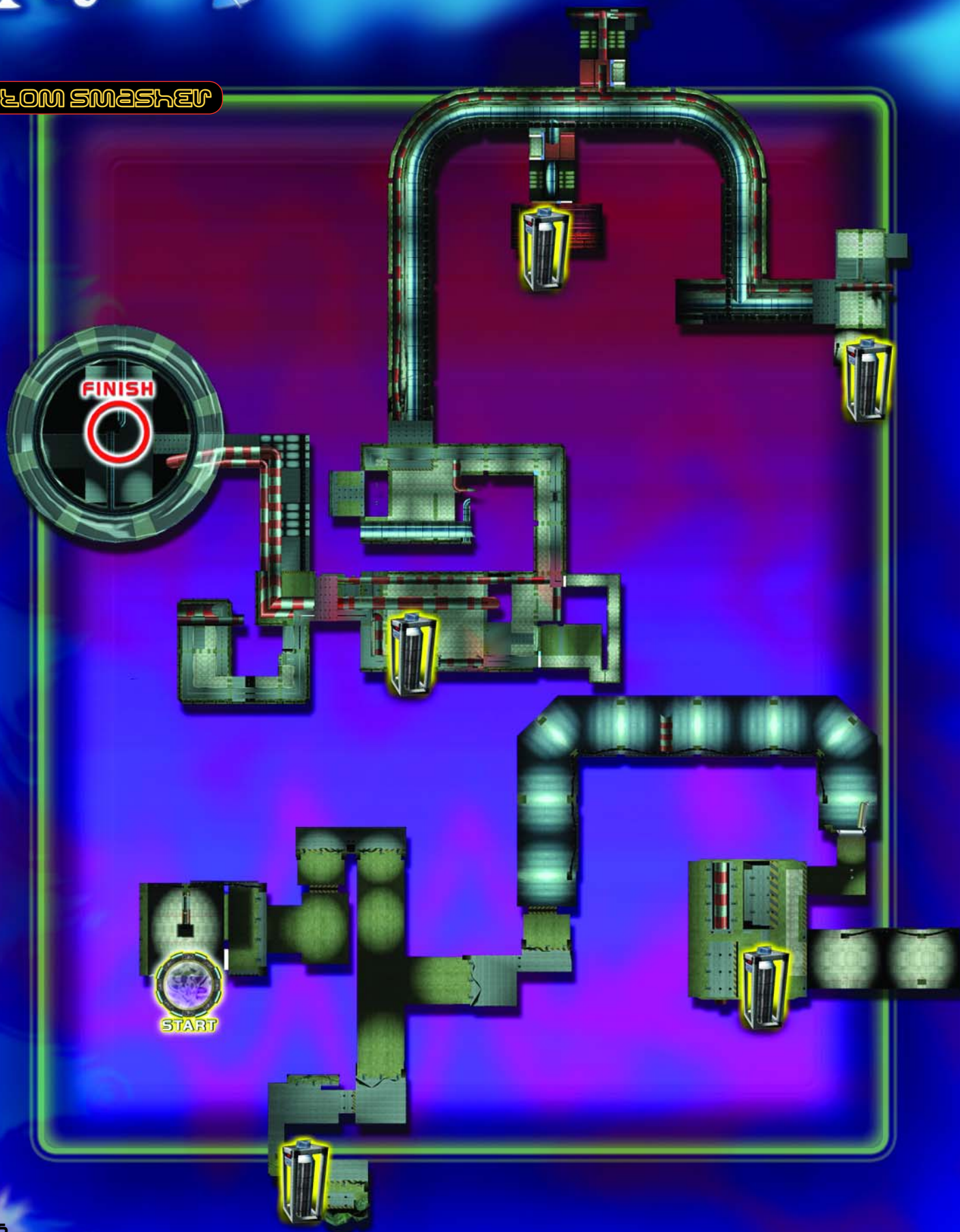
NEOTOKYO



WILD WEST



ATOM SMASHER



A2&C RUINS



ROBOT FACTORY



SPACE STATION

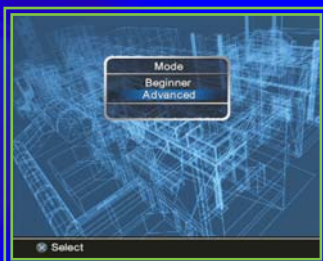


MAPMAKER

The incredible MapMaker mode of *TimeSplitters 2* gives the player the ability to create sprawling arenas for multiplayer deathmatching, AND surprisingly complex versions of one-player Story levels. In this chapter, we'll walk you through the creation of a simplistic Story level, which will hopefully inspire you to design some of the coolest levels ever witnessed by the videogaming world. Read on!

EDIT, CREATE, LOAD, AND PLAY!

Select MapMaker from the main menu to call up a second menu with three options: Edit/Create New Map, Load Map, and Play Map. You can't play a map until you've created or loaded one, so the third option should be grayed out. Choose the first option, Edit/Create New Map.



BEGINNER OR ADVANCED?

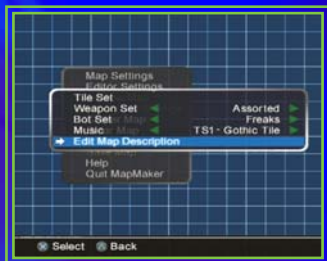
After a bit of loading, you're asked if you want to use the MapMaker in Beginner or Advanced mode. Beginner mode is almost identical to the MapMaker mode in the original *TimeSplitters*; if you want to whip up simple deathmatch arenas, and don't plan on delving into Story design, Beginner mode is for you. If you want to design more complicated arenas, or desire to dabble in the arcane art of Story-making, Advanced mode is the right choice. Go with Advanced mode, because I know you're smart enough to handle it. (As for me, well, never mind.)



MAPMAKER MENU

We're now in the MapMaker Editor, which is pretty darn intimidating, so let's start with something a little friendlier; press START to call up the MapMaker Menu. There are 10 options on the Triple M, and here they are from the top:

1) Map Settings. Choose this to call up a submenu with five options: Tile Set, Weapon Set, Bot Set, Music, and Edit Map Description.



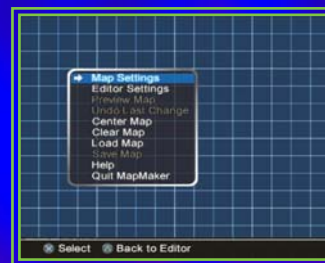
- **Tile Set** allows you to choose one of five tile sets for your map: Virtual (very "Tron"-like), Industrial (very concrete), Victorian (very 19th-century), Alien (very sci-fi), and Gothic (very creepy). The default TS is Virtual, but I prefer something a little moodier, so choose Gothic.
- **Weapon Set** allows you to choose one of eight built-in armament assortments as your map's "Recommended" set, or go with a custom setup. Let's choose Retro. I'm old-school 'cause I'm an old fool.
- **Bot Set** allows you to choose one of nine built-in baddie bundles as your map's "Recommended" set, or choose a custom setup. The Living Dead is kind of cliché, so choose Freaks instead. I mean, come on, ya gotta love the hunchback!
- **Music** allows you to choose one of the many built-in soundtracks as your map's background tunage. Let's go with TS1 - Gothic Tile, which I believe was #1 on the charts for three weeks back in late 2000. (Or not.)

• **Edit Map Description** allows you to enter a 63-character summary of your level, which is displayed along with the name of your map when you load it in. Enter the description "This is my very first map." Or "All your base are belong to us!" Or possibly "Cameron Diaz is babealicious." I leave it to you, gentle reader.

2) Editor Settings. Choose this to switch between Beginner and Advanced mode. The map is cleared when you switch from one mode to another, since many Advanced features aren't available in Beginner mode. Leave this alone for now.

3) Preview Map. Once you've placed at least one Tile, you can preview your creation in Mapmaker Preview, or test-drive it in any of the game modes for which you've prepared it: Deathmatch, Bag Tag, Capture the Bag, Flame Tag, Zones, and Story. Since we've yet to place a Tile, this option is grayed out, but we'll come back to it.

4) Undo Last Change. If you did something particularly stoo-pid to your map and you desperately wish you could make things right again, choose this option to turn back time. Since you've yet to do anything stupid, this option is grayed out—but judging by the looks of you, I'm sure you'll be using this option an awful lot. (I playfully mock your intellect, of course.)





- 5) Center Map.** If you've scrolled all over hell and creation and don't know where you are, use this option to center the pointer—that's the little pointing hand on the screen—in the middle of the map.
- 6) Clear Map.** If you so despise your creation that you don't want to leave any trace of it, use this option to wipe it out of existence and start anew.
- 7) Load Map.** This option loads the map.
- 8) Save Map.** This option is grayed out, since you haven't placed a Tile yet, but we're getting to that, I swear.
- 9) Help.** Calls up a little window with an explanation of the MapMaker controls. This varies depending on the console you're using, of course.
- 10) Quit MapMaker.** If your muse is no longer singing, or you have a real life to attend to, choose this option and free yourself of the shackles of creativity.

TILE MENU

Exit the MapMaker Menu to return to the Editor. Notice that by pressing left and right on the D-pad, you scroll through the five options at the top of the Editor. The option in the upper-left is the active option, highlighted in white. Scroll through the options and highlight Tile, then press the Select Tile button (indicated in the lower-left corner). A selection of 20 Tiles appears on the left side of the screen. Use the left stick to move the pointer onto various Tiles; a close-up of the currently highlighted Tile appears on the right side of the screen.

Press the indicated button at the bottom of the screen to see the Next Page of Tiles, which has 10 more large and extra-large Tiles. Select the Large Bunker 2 (23) Tile and press the Place Tile button. Press the Place button to stick the Tile onto the Editor grid. YES! You've built something! Press START and immediately save your stunning work.



Return to the Editor. Move the pointer over the Tile you just placed and press the Copy button. Move the copied Tile above the original Tile and press the Rotate button to spin it once. Line it up with the Tile below it and press the Place button. Move the pointer onto each of the Tiles and notice that you've now created half of a round bunker. You see where we're going with this? Copy, rotate, and paste the original Tile twice more to form a complete bunker, which fills a 6 x 6 square space on the grid. Press START to call up the MapMaker Menu, select Preview Map, and choose the only checkmarked option, MapMaker Preview. Walk around your beautiful bunker, which is indisputably cool, but which also lacks a certain je nai sais quoi. Press START to choose the End Preview option and return to the Editor.



Select the Adaptor 1 (13) Tile and position it on the high left side of the Tiles you've already placed. Notice you can't place Adaptor 1 halfway down the left side; the blue border of Adaptor 1 has to connect with another Tile's blue border for the Tiles to "merge." (A blue border left unconnected to another Tile becomes a solid wall during gameplay.)

Slap the Adaptor 1 Tile into place and select Adaptor 2 (14). Connect its red border with the red border of Adaptor 1. Copy and paste another Adaptor 2, connected to the first one. You now have a six-square-long corridor. Select the Adaptor 1 Tile and position it on the upper-right edge of the bunker Tiles. Build a second corridor with the Adaptor 2 Tiles, and repeat the process twice more. You now have four corridors branching off from the bunker, and your map looks kinda like a ninja star or something. Go into the Preview Map again to check out your progress. Better!

Now we're gonna tack rooms onto the end of each corridor, and get a little tricky. Highlight the Large Pit (29) Tile, but don't press the Place Tile button right away. Instead, press the Move Upper Floor button. (In the PS2 version, this is L1.) Notice how the Tiles on the left change their shading, and the glowing arrows on the right move upward, to give you a better indication of the different "layers" of the Tile. This is crucial information when you're constructing multi-level arenas.



Okay. Now that you've highlighted the upper floor of Large Pit (29), press the Place Tile button. Rotate the Tile twice, and connect its red door to the red door of the west corridor. Select the Ramp (7) Tile and connect the red door on the vertical section with the north corridor. (Any unconnected red doors, as with unconnected blue borders, become solid walls during gameplay.) Select the Double Corridor (5) Tile and press L2 (for the PS2 version, of course) to select the next map level down. Connect the Double Corridor's red door to the red door of the Ramp, then return to the previous map level.



Two rooms added, two to go. Select the Double Height Room (11) Tile and highlight the lower floor. Stick either of its red doors to the red door of the east corridor. Select the Big Room (12) Tile and highlight the lower floor. Rotate the Tile so that the statue in the Big Room is facing south—watch the close-up—and stick the red door across from the statue to the red door of the

south corridor. Whew! Go into the Preview Map to wander your nifty little arena.

What we've made here is, of course, VERY straightforward by comparison to, say, the sample maps on the TimeSplitters 2 disc, but it's enough to give you a feel for what you can do. Load those sample maps into the MapMaker for much better examples of how to get creative (and crazy) with Tile placement.



LIGHT MENU

Use the D-pad to highlight the Light option, and a bunch of white squares appear in the Tiles you've placed. Each of these squares is a light-source that can be tweaked to a considerable degree. It's generally a good idea to be conservative with your lighting choices; however, a dramatic effect isn't dramatic if you use it over and over again.



Move the pointer onto anywhere EXCEPT a white square and press the Select Light button. The Light Menu pops up. There's a 64-color palette on the left, and various parameters on the right. You can choose from four effects (Fixed, Flicker, Switch, and Pulse) and you can choose the speed of the effect (Slow, Medium, or Fast). You can even edit any one of the colors in the palette if you've always wanted to custom-design your own rainbow.

Choose the Flicker effect and the Medium speed, then choose a bright orange color. Now click the pointer on the white square in the room at the end of the west corridor to change the light. Go into the Preview Map and walk to the west chamber. Notice how our flickery orange light has enhanced the illusion of, as Dr. Evil would say, "liquid hot MAG-ma"—not to mention making those red-eyed statues considerably creepier.

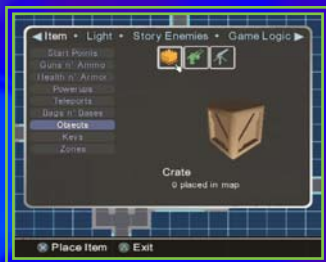
Let's continue to abuse the light privilege. Place a Pulse Slow yellow light in the north room (under the Ramp), place a Fixed sky-blue light in the east room, and place a Switch Fast gray light in the south room. Go into Preview Map and check out your work. Damn, you're good!



ITEM MENU

It's time to stop fussing around with the look of our level and start fretting about the feel. Use the D-pad to highlight the Item option, and press the Select Item button. There are nine options at the Item Menu:

- 1) **Start Points.** Allows you to place spawning locations for Start All (non-team play), Start Team RED, and Start Team BLUE. All we're worried about at the moment is the Story mode, so choose the Start All icon and place it in the east room, next to the red door. Press the Rotate button to adjust the little white arrow so it's pointing west. This way, you won't start the level facing the wall.
- 2) **Guns 'n Ammo.** Allows you to place spawning locations for the five types of available weapons. The weapon on the far left is generally the weakest and most readily available, while the weapon on the far right is the strongest and hardest to find. (Not that anyplace in our arena is hard to find, but hey.) Choose Gun 5 and place it at the bottom of the north corridor.
- 3) **Health 'n Armor.** Allows you to place spawning locations for the four types of Health and Armor: Health Lo (half the Gauge refilled), Health Hi (the entire Gauge refilled), Armor Lo, and Armor Hi. Place a Health Lo next to the Start All location. (How 'bout on the same square as the statue, for a little symbolism?)
- 4) **Powerups.** Allows you to place spawning locations for the four types of Powerups: Cloak (invisibility), Speed, Shrink, and Max Damage. We don't need no stinkin' Powerups.
- 5) **Teleports.** Allows you to place five colored teleports on the map, but our arena is too tiny to worry about such things. Definitely a cool feature in sprawling multiplayer arenas, however, or as a clever transport device in Story games.
- 6) **Bags n' Bases.** Allows you to place Bag Base (Red), Bag Base (Blue), and Bag (Bag Tag) for the Capture the Bag and Bag Tag game modes. But we ain't doing that.



7) **Objects.** Allows you to place three special objects: Crates, Gun Turrets, and accursed Auto Guns. If you want to use Crates as puzzle objects, however, you need to place them on the map via the Game Logic option. We'll get to that soon, I swear.

8) **Keys.** Allows you to place four colored keycards: Red, Blue, Yellow, and Green. If you want to use Keycards as puzzle objects, you need to place them with Game Logic. Move the pointer onto the entrance to the west room, and a highlight appears around the entrance, along with two new options that appear in the lower-left: Place Window and Place Door. Choose the Place Door option, then press the Door Type button to select Door (RED Key).

9) **Zones.** Allows you to place Zones.

STORY ENEMIES MENU

Awright. It's time to REALLY start building our little Story. Use the D-pad to highlight the Story Enemies option, and press the Select Item button. The Story Enemies Menu (SEM) appears, with 10 Enemies listed. Highlight Enemy 1 and press the Select button. Now you can edit four options:

- 1) **Name.** If Enemy 1 doesn't inspire you, go ahead and choose something else.
- 2) **Enemy.** Allows you to select any Bot from the selected Bot Set. Stick with the Changeling for now.
- 3) **Gun.** Allows you to select any weapon from the selected Weapon Set. Give our gal Luger Pistol X2.
- 4) **Type.** There are five: Unused, Stationary, Patrol, Spawn & Attack, and Spawn & Wait. Let's give our Changeling happy feet by choosing the Patrol option. Select "Done" to return to the SEM. Move the pointer onto the star next to Enemy 1 and it turns into a flag, indicating you can set a starting point for the Patrol. Press the Select button. This allows you to place her first Patrol point on the map. Choose the square just above the entrance to the east corridor.



Go back to the SEM and click on the star to the right of number 1. (If you clicked on the star to the LEFT of number 1, you would set a new first Patrol point, and the first would become the second.) Place the second Patrol point two spaces below the first. Finally, click on the white icon to the left of the colored bar to switch between "looping" (a circle arrow) and "back-and-forth" (two straight arrows). In a looping Patrol, the Enemy moves through the points in numerical order, then goes from the last number back to 1. In a back-and-forth patrol, the Enemy moves from the lowest to the highest Point, then highest to lowest, et cetera. Let's give the Changeling a simple back-and-forth Patrol.

Go to Enemy 2, make it a hunchback with Shotgun X2, and choose the Spawn & Attack type. Three new options appear: Maximum (how many times does it respawn?), Frequency (how often does it respawn?), and View/Edit Trigger Conditions. Leave all the new options alone for now.

Enemies 3 through 6 should all be the same: Feeder zombies of the Spawn & Wait type. Set the Maximum to 10, but don't mess with the other options yet.

Lastly, Enemy 7 can be anything you want, as long as it's the Spawn & Attack type.

GAME LOGIC MENU

This is the most potentially confusing, but also unquestionably far the coolest, aspect of the MapMaker. Use the D-pad to highlight the Game Logic option and press the Select Item button. This calls up the Game Logic Menu (GLM), with three selections.

- 1) **Add New Logic.** This is where you create Triggers and Actions and hook them together to make "Logic Operations." If you're familiar with BASIC, think of Logic Operations as variations of IF/THEN statements. Many different events can be Triggers: killing a certain Story Enemy, pushing a certain switch, walking onto a certain square, destroying a certain Crate, and on and on. You can also "negate" Triggers, so that certain Actions happen if certain Triggers do NOT occur, and you can select an Event to happen if any OR all of the designated Triggers occur. Game Logic is unavoidably complicated, but it provides you with incredible puzzle-creating power.
- 2) **Show Triggers.** Select this option to view all the current Triggers. "Game Started" is at the top of the list, followed by all the Triggers you've created. You can edit, delete, and "goto" the Triggers to see their locations on the map. Remember that you also have to delete any Actions and Logic Operations associated with a deleted Trigger.
- 3) **Show Actions.** Select this option to view all the potential Actions related to Triggers. You can also delete Actions from this menu. Remember that you also have to delete any Triggers and Logic Operations associated with a deleted Trigger.



Go to the GLM and select "Add New Logic," then select "New Trigger." We can select one of seven Trigger types: Object, Pickup, Timer, Enemy, Location, Counter, and Score. Choose the first type, Object. Now you can create a New Switch or a New Crate. Go ahead and make a New Switch. Now you're prompted to name your Switch; stick with "Switch 01." Switches need to be placed against blue walls on the map; let's stick this one against one of the blue walls in the central chamber. Now you're asked to designate an Event; go with "Switch 01 Activated."

Finally, you're prompted to accept the Trigger Status of "Object Switch 01 Activated." Press the Accept button. That's it! You've made a Trigger, which can be paired up with other Triggers and with any other Action to make a Logic Operation. Go ahead and make three more "Switch Activated" Triggers, placing Switches 02, 03, and 04 on the other blue walls in the central chamber.

We want a monster to appear when we press each of the Switches, and we want a Red Keycard to appear when we press all four switches. You assign Triggers to Enemies at the Story Enemies Menu, so do that now. Assign Enemy 3 (the first zombie) to Switch 01 Activated. Place the zombie on the Map, somewhere in the south corridor. Repeat this process with Enemy 4 and Switch 02, Enemy 5 and Switch 03, and Enemy 6 and Switch 04.



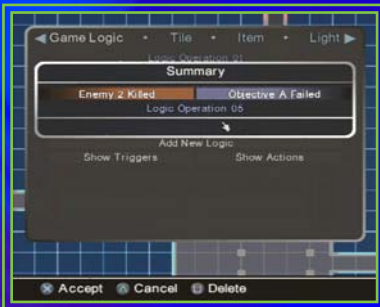
The Red Keycard requires a bit more work. Select "Add New Logic" and choose "Switch 01 Activated" through "Switch 04 Activated." Now create a "New Action." We can select one of seven Action types: Object, Timer, Enemy, Counter, Objective, Score, and Keys. Select "Keys" and "Keycard Red." Place the Keycard on the right side of the red door, and accept your new Action. Now select "Create New Keycard Red" as your designated Action. A Summary of your Logic Operation appears on the screen. All four Switches activated, the Red Keycard appears...yep, looks good. Press the Accept button and "Logic Operation 01" appears on the Game Logic Menu.

Now we'll do something cool with a Pickup. Create a Trigger and choose "Remains" as your Pickup. Place the Remains on the west side of the each corridor and confirm the Trigger as "Pickup Remains Collected." Now tie this Trigger to a new Action: "Enemy" and "Enemy 1." Confirm the new Action as "Kill Enemy 1." Finally, tie the "Remains Collected" Trigger to the "Kill Enemy 1" Action and accept your new "Logic Operation 02."

You use the Score and Counter options in somewhat similar ways, assigning points and values to certain Triggers and Events. Scores and Counters are also constantly displayed on the screen. Create three new Trigger/Objects: "Crate 01 Destroyed," "Crate 02 Destroyed," and "Crate 03 Destroyed." Now select all three Crate Triggers and the "Any Of These" option. Create a new Action/Counter called "Crates Blowed Up" and choose to "Increase Crates by 01." Now tie together the Crate Triggers and Crate Counter to make "Logic Operation 03." Create a New Trigger called "Crates Blowed Up Reaches 3." Use this Trigger to make Enemy 7 appear in the south corridor. Are you finally starting to understand the unholy power of the MapMaker?!



Just two more examples, and then we'll stop. Create a New Trigger and select "Location." Make a New Location and call it Location 01. Place it on the west side of the west room. You've just made a "Location 01 Reached" Trigger. Connect this Trigger to a New Action. Select "Objective" and call it "Objective A." Now you enter an Objective Description, which shows up on the Objective Menu when the player pauses, and which displays on the screen when the player completes the Objective. Describe the Objective as "Leave without killing the hunchback" and create "Logic Operation 04."



It's a good idea to create your Objective-based Logic Operations in the order that the Objectives should be accomplished, so they appear in the proper order on the Objective list. It's also a good idea to assign an Objective to every required action—unless, of course, you WANT the player to struggle to figure out what to do.

Notice that you can toggle between "Objective A Complete" and "Objective A Failed" by pressing left and right on the D-pad; thus, you can abort the mission if, for example, the player kills or is seen by a particular Enemy. Hey, that's a good idea! Create a New Trigger called "Enemy 2 Killed," and connect it to the action called "Objective A Failed." If you kill the hunchback, who's just defending his underground party lair, your Story is over, says "Logic Operation 05."



Awright. Save your creation, choose Preview Map, and select the Story option. Run forward and grab the Remains to kill the patrolling Changeling. Run into the north room and take the Tommy Gun. Run into the south room and destroy the three Crates. Throw the four Switches. Take the Keycard and run down the west corridor as the hunchback fills your buttocks with lead. Hit the end of the room and you've completed the Story—which is admittedly a pretty sucky tale, but should help you

learn how to create some pretty nifty one-player adventures. Have fun, and send us your coolest Story levels!



SECRETS AND CHEATS

TimeSplitters 2 is packed with some pretty nifty secrets, cheats, and other stuff, which we will now detail in the final pages of this humble-yet-lovable strategy guide.

GALLERY OF ROGUES

Choose "Options" from the main menu, then pick "Player Options," then pick "View Gallery." You're now staring at a massive grid of 126 squares, 14 wide and 9 high, with mugshots in 31 of them. Any of these 31 characters are immediately selectable in the Arcade mode. To earn the other 95 (!), however, will take you roughly the rest of your natural-born life. Gotta unlock 'em all! What follows is a list of all 126 characters in the Gallery, and how to obtain every last stinkin' one of them. The first row is 1-14, left to right; the second row is 15-28, left to right; and so forth and so on. I wish you luck, and I will make sure that your tombstone mentions the number of characters you've unlocked upon your departure from the physical realm. "Here lies Mike Nelson: devoted husband, adoring father, and unlocker of 112 out of 126 characters in TS2. He never could beat those 'Story' Challenges."



- 1) **Sgt. Cortez**
Immediately available
- 2) **Corp. Hart**
Immediately available
- 3) **Ilsa Nadir**
Immediately available
- 4) **Gregor Lenko**
Immediately available
- 5) **Jake Fenton**
Immediately available
- 6) **Lady Jane**
Immediately available
- 7) **Viola**
Immediately available
- 8) **Mr. Underwood**
Immediately available
- 9) **Hank Nova**
Immediately available
- 10) **Candi Skyler**
Immediately available
- 11) **Ghost**
Immediately available
- 12) **Chastity**
Immediately available
- 13) **Elijah Jones**
Immediately available
- 14) **Ramona Sosa**
Immediately available
- 15) **Happy Tipper**
Immediately available
- 16) **Kitten Celeste**
Immediately available
- 17) **Captain Ash**
Immediately available
- 18) **Jungle Queen**
Immediately available
- 19) **Gretel Mk II**
Immediately available



- 20) **R-109**
Immediately available
- 21) **Monkey**
Immediately available
- 22) **Hybrid Mutant**
Defeat Story / 1990 Siberia on Normal
- 23) **Big Tony**
Defeat Story / 1932 Chicago on Normal
- 24) **Jacque de la Morte**
Defeat Story / 1895 Notre Dame on Normal
- 25) **Ozor Mox**
Defeat Story / 2280 Return to Planet X on Normal
- 26) **Sadako**
Defeat Story / 2019 NeoTokyo on Normal
- 27) **The Colonel**
Defeat Story / 1853 Wild West on Normal
- 28) **Khallos**
Defeat Story / 1972 Atom Smasher on Normal
- 29) **Stone Golem**
Defeat Story / 1920 Aztec Ruins on Normal
- 30) **Machinist**
Defeat Story / 2315 Robot Factory on Normal
- 31) **Reaper Splitter**
Defeat Story / 2401 Space Station on Normal
- 32) **Hector Baboso**
Defeat Arcade League / Beginners Series / Adios Amigos! with Silver
- 33) **Lean Molly**
Defeat Arcade League / Beginners Series / Adios Amigos! with Gold
- 34) **Dr. Peabody**
Defeat Arcade League / Beginners Series / Casualty with Silver
- 35) **Crypt Zombie**
Defeat Arcade League / Beginners Series / Casualty with Gold
- 36) **ChassisBot**
Defeat Amateur League / Mode Madness / Scrap Metal with Gold
- 37) **SentryBot**
Defeat Amateur League / It's a Blast / Night Shift with Gold
- 38) **Meezor Mox**
Defeat Amateur League / It's a Blast / Spoils of War with Gold

39) Male Trooper

Defeat Amateur League / It's a Blast / Demolition Derby with Silver

40) Female Trooper

Defeat Amateur League / It's a Blast / Demolition Derby with Gold

41) Crispin

Defeat Amateur League / Too Hot to Handle / Monkey Immolation with Gold

42) Undead Priest

Defeat Amateur League / Too Hot to Handle / Burns Department with Gold

43) Louie Bignose

Defeat Amateur League / Too Hot to Handle / Disco Inferno with Silver

44) Slick Tommy

Defeat Amateur League / Team Series A / Club Soda with Silver

45) Jimmy Needles

Defeat Amateur League / Team Series A / Club Soda with Gold

46) Accountant

Defeat Amateur League / Team Series A / Men in Grey with Gold

47) Lawyer

Defeat Amateur League / Team Series A / Men in Grey with Gold

48) Braces

Defeat Honorary League / Elimination Series / Brace Yourself with Silver

49) Maiden

Defeat Elite League / Frantic Series / Can't Please Everyone... with Silver

50) Jo-Beth Casey

Defeat Elite League / One Shot Thrills / Babes in the Woods with Silver

51) Riot Officer

Defeat Honorary League / Team Series B / Rice Cracker Rush with Silver

52) Barby Gimp

Defeat Honorary League / Outnumbered but Never Outpunned / Time to Split with Silver

53) Jebediah Crump

Defeat Elite League / Sincerest Form of Flattery / Dead Fraction with Silver

54) Venus Starr

Defeat Honorary League / Burns 'n' Bangs / Rocket Man with Silver

55) Mikey Two-guns

Defeat Elite League / Duel Meaning / If I'm Ugly – You Smell! with Silver

56) Jared Slim

Defeat Elite League / Duel Meaning / If I'm Ugly – You Smell! with Silver

57) Ample Sally

Defeat Challenge / Cut-out Shoot-out / Take 'em Down with Silver

58) Henchman

Defeat Elite League / Frantic Series / Hangar Hat's On! with Silver

59) Cyberfairy

Defeat Honorary League / Maximus / Cold Corpse Caper with Gold

60) Kypriss

Defeat Elite League / Duel Meaning / Golem Guru with Silver

61) Mister Giggles

Defeat Elite League / Frantic Series / Big Top Blowout with Silver

62) Marco the Snitch

Defeat Challenge / Cut-out Shoot-out / Fall Out with Silver

63) Hatchet Sal

Defeat Honorary League / Outnumbered but Never Outpunned / Can't Handle This with Silver

64) Changeling

Defeat Elite League / Frantic Series / Can't Please Everyone... with Gold

65) The Hunchback

Defeat Challenge / Glass Smash / Stain Removal with Silver

66) Sewer Zombie

Defeat Challenge / Behead the Undead / Fight Off The Living Dead with Silver

67) Gargoyle

Defeat Honorary League / Maximus / Cold Corpse Caper with Silver

68) The Cropolite

Defeat Challenge / TimeSplitters 'Story' Classic / Hit Me Baby One Morgue Time with Silver

69) Beetleman

Defeat Elite League / One Shot Thrills / Double Bill with Silver

70) Dark Henchman

Defeat Elite League / Frantic Series / Hangar Hat's Off! with Gold

71) High Priest

Defeat Elite League / Duel Meaning / Golden Thighs with Gold

72) Wood Golem

Defeat Challenge / Banana Chomp / Playing With Fire with Silver

73) Aztec Warrior

Defeat Elite League / Duel Meaning / Golden Thighs with Silver

74) The Master

Defeat Honorary League / Team Series B / Rice Cracker Rush with Gold

75) Krayola

Defeat Honorary League / Team Series B / Hack a Hacker with Gold

76) Milkbaby

Defeat Honorary League / Team Series B / Hack a Hacker with Silver

77) Drone Splitter

Defeat Elite League / Sincerest Form of Flattery / Half Death with Silver

78) Baby Drone

Defeat Elite League / Team Series C / They're Not Pets! with Silver

79) Scourge Splitter

Defeat Honorary League / Outnumbered but Never Outpunned / Time to Split with Gold

80) R One-Oh-Seven

Defeat Challenge / TimeSplitters 'Story' Classic / But Where do the Batteries Go? on Silver

81) Feeder Zombie

Defeat Challenge / Behead the Undead / Day of the Damned with Silver

82) Stumpy

Defeat Elite League / Frantic Series / Big Top Blowout with Gold

83) Lola Varuska

Defeat Challenge / Monkeying Around / Monkey Mayhem with Gold

84) Nikki

Defeat Elite League / One Shot Thrills / Nikki Jinki Bricky with Silver

85) Jinki

Defeat Elite League / One Shot Thrills / Nikki Jinki Bricky with Gold

86) Ringmistress

Defeat Elite League / Team Series C / Bags of Fun with Gold

87) Calamari

Defeat Honorary League / Burns 'n' Bangs / Chinese Burns with Silver

88) Snowman

Defeat Honorary League / Burns 'n' Bangs / Snow Business with Silver

- 89) Bear**
Defeat Elite Series / Team Series C / They're Not Pets! with Gold
- 90) Leo Krupps**
Defeat Honorary League / Maximus / Killer Queen with Silver
- 91) Sergio**
Defeat Challenge / Behead the Undead / Sergio's Last Stand with Silver
- 92) Mischief**
Defeat Challenge / Monkeying Around / Monkey Mayhem with Silver
- 93) The Impersonator**
Defeat Elite / One Shot Thrills / Double Bill with Gold
- 94) Badass Cyborg**
Defeat Challenge / TimeSplitters 'Story' Classic / Badass Buspass Impasse with Silver
- 95) Chinese Chef**
Defeat Honorary League / Elimination Series / Baking for the Taking with Gold
- 96) Duckman Drake**
Defeat Honorary League / Outnumbered but Never Outpunned / Someone Has Got to Pay... with Silver
- 97) Gingerbread Man**
Defeat Honorary League / Elimination Series / Baking for the Taking with Silver
- 98) Insect Mutant**
Defeat Challenge / Monkeying Around / Simian Shootout with Silver
- 99) Robofish**
Defeat Challenge / Monkeying Around / Dam Bursters with Silver
- 100) Dinosaur**
Defeat Elite League / Sincerest Form of Flattery / Aztec the Dino Hunter with Silver
- 101) Handyman**
Defeat Honorary League / Outnumbered but Never Outpunned / Can't Handle This with Gold
- 102) Nikolai**
Immediately available
- 103) Private Sand**
Defeat Amateur League / Mode Madness / Shrinking from the Cold with Gold
- 104) Private Grass**
Immediately available
- 105) Private Coal**
Defeat Challenge / Banana Chomp / Gone Bananas with Silver
- 106) Private Poorly**
Defeat Challenge / Banana Chomp / Monkey Business with Silver
- 107) Sgt. Rock**
Defeat Challenge / Cut-out Shoot-out / Pick Yer Piece with Silver
- 108) Sgt. Shivers**
Immediately available
- 109) Sgt. Wood**
Immediately available
- 110) Sgt. Shock**
Defeat Amateur League / Beginners Series / Top Shot with Gold
- 111) Sgt. Slate**
Defeat Amateur League / Mode Madness / Shrinking from the Cold with Gold
- 112) Lt. Frost**
Immediately available
- 113) Lt. Wild**
Defeat Amateur League / Too Hot to Handle / Disco Inferno with Gold



- 114) Lt. Shade**
Defeat Amateur League / Team Series A / Station Stand with Gold
- 115) Lt. Bush**
Immediately available
- 116) Lt. Chill**
Defeat Honorary League / Maximus / R109 Beta with Gold
- 117) Trooper White**
Immediately available
- 118) Trooper Brown**
Defeat Honorary League / Elimination Series / Brace Yourself with Gold
- 119) Trooper Black**
Defeat Honorary League / Elimination Series / Starship Whoopers with Gold
- 120) Trooper Green**
Immediately available
- 121) Trooper Grey**
Defeat Honorary League / Burns 'n' Bangs / Snow Business with Gold
- 122) Capt. Snow**
Immediately available
- 123) Capt. Sand**
Defeat Honorary League / Burns 'n' Bangs / Rocket Man with Gold
- 124) Capt. Night**
Defeat Honorary League / Outnumbered but Never Outpunned / Someone Has Got to Pay... with Gold
- 125) Capt. Forest**
Immediately available
- 126) Capt. Pain**
Defeat Honorary League / Team Series B / Superfly Lady with Gold.

AWARDS CEREMONY

Choose "Options" from the main menu, then pick "Player Options," then pick "View Awards." You're presented with as many of the game's 58 mysterious awards as you have earned in your various shenanigans with the game modes of *TimeSplitters 2*. We asked Free Radical, the designers of *TimeSplitters 2*, to explain how the awards are earned, and received this unusual reply: "They're there for fun and you can't do anything to set out to achieve them. You might do everything right and not get the award, so it's best left unexplained." While this is an intensely unsatisfying response for anal-retentive gamers such as myself, I'm inclined to take Free Radical at their word. In any case, here's a partial list of the awards, to give you an idea of what they're given for:



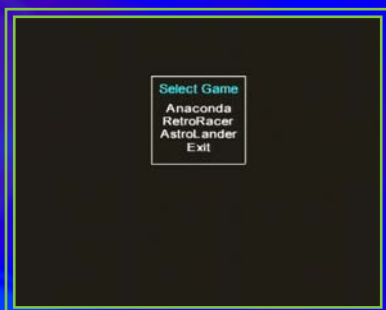
- | | | | |
|---------------------|----------------------|------------------|---------------------|
| • Most Lethal | • Maniac | • Most Frantic | • Most Manic |
| • Most Losses | • Brain Surgeon | • Backpeddler | • Shortest Innings |
| • Lemming Award | • Fists of Fury | • Sidestepper | • Longest Innings |
| • Most Professional | • Hypochondriac | • Dodge | • Survivor |
| • Multi Kill | • AC-10 Award | • Most Outgunned | • Most Flammable |
| • Longest Spree | • Where's the Armor? | • Best Equipped | • Decapitator Award |
| • Most Effective | • Hoarder | • Ricochet King | • Vandal Award |
| • Pathetic Shot | • Sloth | • Underequipped | |

SECRET UPLINK GAMES



About halfway through Story / 1990 Siberia you find, of all the things, a videogame cartridge on a shelf inside the facility on the west side of the dam. (It's in the area with the two guards and all the fruit on the shelves, at the top of the stairs.) This item, called the "Anaconda cart," looks much like an old Nintendo 64 cartridge. Now, you see, that's interesting because Free Radical, the designers of *TimeSplitters 2* (and *TS1*), previously worked on *GoldenEye 007*, a first-person shooter considered one of the best Nintendo 64 games ever made.

While Anaconda certainly isn't as entertaining as *GoldenEye*, it's a very competent rendition of a moldy-oldie videogame well-known to Nokia cell-phone users as "Snake." It even supports up to four players. Use the D-pad or left stick to steer your snake left and right. Press the Activate button to make your snake slither faster. Gobble the stationary red Xs for points. Gobble the bouncing blue Xs for big points. Every time you eat an X, your snake grows longer. If your snake hits its own body, or the white wall, the game is over. Go for the high score of 10,000.



So how do you play it? Select the Temporal Uplink and press the Manual Reload button. The screen zooms in on the Uplink, and you're presented with what could generously be called a bare-bones menu. "Select Game," it says, but two of the three selections are "?" And in point of fact, you can find two additional cartridges:

The second cartridge, *AstroLander*, is found in Story / 2019 NeoTokyo — while playing on Normal and Hard difficulty. You know the room in the hacker research facility with the lockers that you grab the machinegun out of? Look inside the lockers on the right to find the cart. *AstroLander* is an entertaining variation of a classic coin-operated videogame called *Lunar Lander*, released by Atari in 1979.





Use the D-pad or Left Stick to rotate the lander, and press Activate to thrust. The difficulty level you choose at the beginning of the game affects both the strength of gravity (higher difficulty = more powerful gravity) and how quickly your fuel gauge decreases (higher difficulty = blinding burn rate). The fuel gauge is, of course, the bar in the upper-left corner of the screen. The ships in the upper-right corner indicate your number of lives. Hit the pad too hard, or hit anything other than the pad, and you lose a life.

When you touch down on the white landing pad, you're awarded points in three categories: Fuel Bonus, Landing Speed Bonus (the slower you're descending, the higher the Bonus), and Landing Accuracy Bonus (the closer you are to the middle, the higher the Bonus). The high score is a most impressive 160,000.



The third cartridge, RetroRacer, is found in Story / 2315 Robot Factory when playing on Hard and Hard alone. There's a large room with Armor tucked underneath a ramp; check under the other ramp to find the cart on the floor. RetroRacer is a tribute to classic coin-operated overhead-view racing videogames, such as Kee Games' Sprint 2, released in 1976.

The goal of this one- or two-player game is to race five laps around a very curvy track. Use the left stick or D-pad to steer, and the Activate button to accelerate. The fastest time on the high-score table is 1:05.00; surely you can do better.



Once you find a cartridge, it's on the Uplink forever, even if you perish before finishing the level or reaching a checkpoint. (Although you'll notice that you drop the cart if you die!) The high-score tables are also saved.

AWARDS CEREMONY

You will, as you finish the various Story levels, Arcade Leagues, and Challenges, unlock cheats that can be toggled on and off. Choose "Options" from the main menu, then pick "Cheats" to see what you've unlocked. Anything you accomplish while using a cheat doesn't count; you can't finish Arcade Leagues or Challenges with a cheat, for example. Here's the entire menu of cheats:



Head Size. Small, Normal, and Big.

Silly Hats. Any normally hatless opponents now run around with funny headgear. And you know what? It IS kinda funny to see zombies traipsing around with Plasma Autorifles and a poofy chef's cranium cap.

Big Hands. And you know what they say about people with big hands.

Infinite Ammo. This is the Grand Poobah of cheats. Defeat all 10 Story levels on Hard to unlock it, at which point you won't need it, because you'll be good enough to beat anyone with any weapon and any amount of ammo.

Paintball. Bullets go "splat" instead of "fwing" or "kapow" or whatever noise bullets make these days.

Slow Motion Deaths. Enemies die in a very John Woo fashion.

Cardboard Characters. Enemies are on the Parappa the Rapper diet. Defeat all 10 Story levels on Easy to unlock it.

Rotating Heads. Ever see "The Exorcist"? I think they should've put in a "Stream of Puke" cheat instead.